

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — miss\_robot

Links: [problem](#) (problemset), [Tutorial](#), [submission](#) (first AC).

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,266

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,839 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[miss\\_robot's solution](#)

2.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,786 global accepts · Rating: 800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[miss\\_robot's solution](#)

3.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[miss\\_robot's solution](#)

4.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[miss\\_robot's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
[miss\\_robot's solution](#)

6.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,167 global accepts · Rating: 800 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

7.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,560 global accepts · Rating: 800 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[miss\\_robot's solution](#)

8.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[miss\\_robot's solution](#)

9.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**10.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**11.**

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,985 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[miss\\_robot's solution](#)

**12.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**13.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**14.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,544 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[miss\\_robot's solution](#)

**15.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**16.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**17.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,207 global accepts · Rating: 800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**18.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**19.**

1552A

[Subsequence Permutation](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[miss\\_robot's solution](#)

**20.**

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[miss\\_robot's solution](#)

**21.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**22.**

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**23.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**24.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[miss\\_robot's solution](#)

**25.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[miss\\_robot's solution](#)

**26.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**27.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[miss\\_robot's solution](#)

**28.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**29.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
[miss\\_robot's solution](#)

**30.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

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**31.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[miss\\_robot's solution](#)

**32.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[miss\\_robot's solution](#)

**33.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**34.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**35.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**36.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**37.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

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**38.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**39.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,321 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**40.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,350 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

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- 41.**  
1899A  
[Game with Integers](#) · [Tutorial](#)  
Quality: 92,770 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory  
[miss\\_robot's solution](#)
- 42.**  
1895B  
[Points and Minimum Distance](#) · [Tutorial](#)  
Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[miss\\_robot's solution](#)
- 43.**  
1882A  
[Increasing Sequence](#) · [Tutorial](#)  
Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)
- 44.**  
1861A  
[Prime Deletion](#) · [Tutorial](#)  
Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)
- 45.**  
1886A  
[Sum of Three](#) · [Tutorial](#)  
Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[miss\\_robot's solution](#)
- 46.**  
1872A  
[Two Vessels](#) · [Tutorial](#)  
Quality: 43,182 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[miss\\_robot's solution](#)
- 47.**  
1877A  
[Goals of Victory](#) · [Tutorial](#)  
Quality: 52,332 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)
- 48.**  
1859A  
[United We Stand](#) · [Tutorial](#)  
Quality: 54,424 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[miss\\_robot's solution](#)
- 49.**  
1847A  
[The Man who became a God](#) · [Tutorial](#)  
Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[miss\\_robot's solution](#)
- 50.**  
1823A  
[A-characteristic](#) · [Tutorial](#)  
Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[miss\\_robot's solution](#)
- 51.**  
1820A  
[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[miss\\_robot's solution](#)

**52.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**53.**

1810A

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[miss\\_robot's solution](#)

**54.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,457 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[miss\\_robot's solution](#)

**55.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,625 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**56.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**57.**

1802A

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Quality: 16,689 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**58.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**59.**

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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**60.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[miss\\_robot's solution](#)

**61.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[miss\\_robot's solution](#)

**62.**

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[miss\\_robot's solution](#)

**63.**

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,732 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[miss\\_robot's solution](#)

**64.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**65.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[miss\\_robot's solution](#)

**66.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**67.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**68.**

1750B

[Maximum Substring](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[miss\\_robot's solution](#)

**69.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[miss\\_robot's solution](#)

**70.**

1754B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[miss\\_robot's solution](#)

**71.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**72.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**73.**

1744A

[Number Replacement](#) · [Tutorial](#)

Quality: 28,778 global accepts · Rating: 800 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**74.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**75.**

1741B

[Funny Permutation](#) · [Tutorial](#)

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**76.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[miss\\_robot's solution](#)

**77.**

1743B

[Permutation Value](#) · [Tutorial](#)

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[miss\\_robot's solution](#)

**78.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math  
[miss\\_robot's solution](#)

**79.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,550 global accepts · Rating: 800 · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[miss\\_robot's solution](#)

**80.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**81.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[miss\\_robot's solution](#)

**82.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[miss\\_robot's solution](#)

**83.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[miss\\_robot's solution](#)

**84.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**85.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**86.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**87.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,825 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**88.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[miss\\_robot's solution](#)

**89.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[miss\\_robot's solution](#)

**90.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,546 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**91.**

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

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**92.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[miss\\_robot's solution](#)

**93.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[miss\\_robot's solution](#)

**94.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,906 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[miss\\_robot's solution](#)

**95.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,633 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[miss\\_robot's solution](#)

**96.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,462 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[miss\\_robot's solution](#)

**97.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,127 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**98.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[miss\\_robot's solution](#)

**99.**

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**100.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**101.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**102.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**103.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**104.**

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**105.**

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[miss\\_robot's solution](#)

### 106.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,092 global accepts · Rating: 800 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[miss\\_robot's solution](#)

### 107.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

### 108.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[miss\\_robot's solution](#)

### 109.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

### 110.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[miss\\_robot's solution](#)

### 111.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[miss\\_robot's solution](#)

### 112.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[miss\\_robot's solution](#)

### 113.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

### 114.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

### 115.

1445A

[Array Rearrangement](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 800 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**116.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**117.**

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[miss\\_robot's solution](#)

**118.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,811 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**119.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,603 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[miss\\_robot's solution](#)

**120.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,261 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**121.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,385 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[miss\\_robot's solution](#)

**122.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,036 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**123.**

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,281 global accepts · Rating: 800 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[miss\\_robot's solution](#)

**124.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[miss\\_robot's solution](#)

**125.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[miss\\_robot's solution](#)

**126.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,743 global accepts · Rating: 800 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**127.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,301 global accepts · Rating: 800 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[miss\\_robot's solution](#)

**128.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,502 global accepts · Rating: 800 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[miss\\_robot's solution](#)

**129.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,192 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**130.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**131.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**132.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,145 global accepts · Rating: 800 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**133.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,324 global accepts · Rating: 800 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**134.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,018 global accepts · Rating: 800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[miss\\_robot's solution](#)

**135.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,127 global accepts · Rating: 800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**136.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,588 global accepts · Rating: 800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**137.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,305 global accepts · Rating: 800 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

[miss\\_robot's solution](#)

**138.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,134 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**139.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**140.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**141.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,931 global accepts · Rating: 800 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[miss\\_robot's solution](#)

**142.**

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 800 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[miss\\_robot's solution](#)

**143.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**144.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**145.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,805 global accepts · Rating: 800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**146.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,440 global accepts · Rating: 800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**147.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,346 global accepts · Rating: 800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**148.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**149.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[miss\\_robot's solution](#)

**150.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**151.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,205 global accepts · Rating: 800 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[miss\\_robot's solution](#)

**152.**

1328A

[Divisibility Problem](#) · [Tutorial](#)

Quality: 131,914 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**153.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

[miss\\_robot's solution](#)

**154.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,274 global accepts · Rating: 800 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[miss\\_robot's solution](#)

**155.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[miss\\_robot's solution](#)

**156.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**157.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**158.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**159.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**160.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**161.**

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[miss\\_robot's solution](#)

**162.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**163.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,468 global accepts · Rating: 800 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**164.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,506 global accepts · Rating: 800 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**165.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 800 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**166.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, math  
[miss\\_robot's solution](#)

**167.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: math  
[miss\\_robot's solution](#)

**168.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[miss\\_robot's solution](#)

**169.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[miss\\_robot's solution](#)

**170.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**171.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**172.**

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**173.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,366 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**174.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**175.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[miss\\_robot's solution](#)

**176.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,468 global accepts · Rating: 900 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**177.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[miss\\_robot's solution](#)

**178.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[miss\\_robot's solution](#)

**179.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[miss\\_robot's solution](#)

**180.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[miss\\_robot's solution](#)

**181.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,069 global accepts · Rating: 900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**182.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**183.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[miss\\_robot's solution](#)

**184.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[miss\\_robot's solution](#)

**185.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,497 global accepts · Rating: 900 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**186.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**187.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**188.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**189.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[miss\\_robot's solution](#)

**190.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**191.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,089 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**192.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,653 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[miss\\_robot's solution](#)

**193.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[miss\\_robot's solution](#)

**194.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**195.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,077 global accepts · Rating: 900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[miss\\_robot's solution](#)

**196.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[miss\\_robot's solution](#)

**197.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**198.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**199.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[miss\\_robot's solution](#)

**200.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[miss\\_robot's solution](#)

**201.**

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[miss\\_robot's solution](#)

**202.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**203.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**204.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[miss\\_robot's solution](#)

**205.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**206.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[miss\\_robot's solution](#)

**207.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[miss\\_robot's solution](#)

**208.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[miss\\_robot's solution](#)

**209.**

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**210.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[miss\\_robot's solution](#)

**211.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**212.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**213.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[miss\\_robot's solution](#)

**214.**

1324A

[Yet Another Tetris Problem](#) · [Tutorial](#)

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[miss\\_robot's solution](#)

**215.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[miss\\_robot's solution](#)

**216.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**217.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[miss\\_robot's solution](#)

**218.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[miss\\_robot's solution](#)

**219.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[miss\\_robot's solution](#)

**220.**

2147B

[Multiple Construction](#) · [Tutorial](#)

Quality: 16,969 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**221.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,471 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**222.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[miss\\_robot's solution](#)

**223.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[miss\\_robot's solution](#)

**224.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**225.**

1930B

[Permutation Printing](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[miss\\_robot's solution](#)

**226.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**227.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[miss\\_robot's solution](#)

**228.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,910 global accepts · Rating: 1000 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[miss\\_robot's solution](#)

**229.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[miss\\_robot's solution](#)

**230.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**231.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[miss\\_robot's solution](#)

**232.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,982 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[miss\\_robot's solution](#)

**233.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**234.**

1770B

[Koxia and Permutation](#) · [Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**235.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[miss\\_robot's solution](#)

**236.**

1073A

[Diverse Substring](#) · [Tutorial](#)

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**237.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[miss\\_robot's solution](#)

**238.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[miss\\_robot's solution](#)

**239.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[miss\\_robot's solution](#)

**240.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[miss\\_robot's solution](#)

**241.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[miss\\_robot's solution](#)

**242.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**243.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[miss\\_robot's solution](#)

**244.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[miss\\_robot's solution](#)

**245.**

1490B

[Balanced Remainders](#) · [Tutorial](#)

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[miss\\_robot's solution](#)

**246.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,146 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[miss\\_robot's solution](#)

**247.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[miss\\_robot's solution](#)

**248.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,452 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**249.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,074 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[miss\\_robot's solution](#)

**250.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,084 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**251.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,385 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[miss\\_robot's solution](#)

**252.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[miss\\_robot's solution](#)

**253.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,448 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**254.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,247 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**255.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**256.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,847 global accepts · Rating: 1000 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**257.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[miss\\_robot's solution](#)

**258.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**259.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**260.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[miss\\_robot's solution](#)

**261.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[miss\\_robot's solution](#)

**262.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**263.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[miss\\_robot's solution](#)

**264.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math

[miss\\_robot's solution](#)

**265.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: math

[miss\\_robot's solution](#)

**266.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[miss\\_robot's solution](#)

**267.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dsu, math  
[miss\\_robot's solution](#)

**268.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: geometry, math  
[miss\\_robot's solution](#)

**269.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[miss\\_robot's solution](#)

**270.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: math  
[miss\\_robot's solution](#)

**271.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**272.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,706 global accepts · Rating: 1000 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: implementation  
[miss\\_robot's solution](#)

**273.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs  
[miss\\_robot's solution](#)

**274.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,752 global accepts · Rating: 1100 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[miss\\_robot's solution](#)

**275.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[miss\\_robot's solution](#)

**276.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[miss\\_robot's solution](#)

**277.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[miss\\_robot's solution](#)

**278.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[miss\\_robot's solution](#)

**279.**

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[miss\\_robot's solution](#)

**280.**

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[miss\\_robot's solution](#)

**281.**

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[miss\\_robot's solution](#)

**282.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[miss\\_robot's solution](#)

**283.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[miss\\_robot's solution](#)

**284.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,872 global accepts · Rating: 1100 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
[miss\\_robot's solution](#)

**285.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,365 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory  
[miss\\_robot's solution](#)

**286.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,113 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[miss\\_robot's solution](#)

**287.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[miss\\_robot's solution](#)

**288.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**289.**

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers

[miss\\_robot's solution](#)

**290.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[miss\\_robot's solution](#)

**291.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[miss\\_robot's solution](#)

**292.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[miss\\_robot's solution](#)

**293.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**294.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[miss\\_robot's solution](#)

**295.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1100 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[miss\\_robot's solution](#)

**296.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[miss\\_robot's solution](#)

**297.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[miss\\_robot's solution](#)

**298.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[miss\\_robot's solution](#)

**299.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation  
[miss\\_robot's solution](#)

**300.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,836 global accepts · Rating: 1100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation  
[miss\\_robot's solution](#)

**301.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,784 global accepts · Rating: 1100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[miss\\_robot's solution](#)

**302.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[miss\\_robot's solution](#)

**303.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,556 global accepts · Rating: 1100 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**304.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math  
[miss\\_robot's solution](#)

**305.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[miss\\_robot's solution](#)

**306.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[miss\\_robot's solution](#)

**307.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[miss\\_robot's solution](#)

**308.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**309.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[miss\\_robot's solution](#)

**310.**

1324B

[Yet Another Palindrome Problem](#) · [Tutorial](#)

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[miss\\_robot's solution](#)

**311.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,507 global accepts · Rating: 1100 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[miss\\_robot's solution](#)

**312.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**313.**

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[miss\\_robot's solution](#)

**314.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[miss\\_robot's solution](#)

**315.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**316.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,556 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[miss\\_robot's solution](#)

**317.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, sortings

[miss\\_robot's solution](#)

**318.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,522 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[miss\\_robot's solution](#)

**319.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[miss\\_robot's solution](#)

### 320.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,875 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

### 321.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[miss\\_robot's solution](#)

### 322.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[miss\\_robot's solution](#)

### 323.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

### 324.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

### 325.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[miss\\_robot's solution](#)

### 326.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[miss\\_robot's solution](#)

### 327.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[miss\\_robot's solution](#)

### 328.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[miss\\_robot's solution](#)

### 329.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[miss\\_robot's solution](#)

**330.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**331.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[miss\\_robot's solution](#)

**332.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,349 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[miss\\_robot's solution](#)

**333.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**334.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[miss\\_robot's solution](#)

**335.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[miss\\_robot's solution](#)

**336.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[miss\\_robot's solution](#)

**337.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**338.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[miss\\_robot's solution](#)

**339.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,491 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[miss\\_robot's solution](#)

**340.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**341.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**342.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,361 global accepts · Rating: 1200 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[miss\\_robot's solution](#)

**343.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[miss\\_robot's solution](#)

**344.**

1490D

[Permutation Transformation](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation  
[miss\\_robot's solution](#)

**345.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,696 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**346.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math  
[miss\\_robot's solution](#)

**347.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[miss\\_robot's solution](#)

**348.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,816 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
[miss\\_robot's solution](#)

**349.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**350.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers  
[miss\\_robot's solution](#)

**351.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**352.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[miss\\_robot's solution](#)

**353.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[miss\\_robot's solution](#)

**354.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,398 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[miss\\_robot's solution](#)

**355.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[miss\\_robot's solution](#)

**356.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[miss\\_robot's solution](#)

**357.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[miss\\_robot's solution](#)

**358.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,778 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[miss\\_robot's solution](#)

**359.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,825 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**360.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[miss\\_robot's solution](#)

**361.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[miss\\_robot's solution](#)

**362.**

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
[miss\\_robot's solution](#)

**363.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,084 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**364.**

1315C

[Restoring Permutation](#) · [Tutorial](#)

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**365.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[miss\\_robot's solution](#)

**366.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,675 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math  
[miss\\_robot's solution](#)

**367.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math  
[miss\\_robot's solution](#)

**368.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[miss\\_robot's solution](#)

**369.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dp, greedy  
[miss\\_robot's solution](#)

**370.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[miss\\_robot's solution](#)

**371.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**372.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: sortings, two pointers

[miss\\_robot's solution](#)

**373.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[miss\\_robot's solution](#)

**374.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[miss\\_robot's solution](#)

**375.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[miss\\_robot's solution](#)

**376.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[miss\\_robot's solution](#)

**377.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**378.**

2086C

[Disappearing Permutation](#) · [Tutorial](#)

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[miss\\_robot's solution](#)

**379.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**380.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[miss\\_robot's solution](#)

**381.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[miss\\_robot's solution](#)

**382.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[miss\\_robot's solution](#)

**383.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**384.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[miss\\_robot's solution](#)

**385.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[miss\\_robot's solution](#)

**386.**

1819A

[Constructive Problem](#) · [Tutorial](#)

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[miss\\_robot's solution](#)

**387.**

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**388.**

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[miss\\_robot's solution](#)

**389.**

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,086 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[miss\\_robot's solution](#)

**390.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[miss\\_robot's solution](#)

**391.**

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**392.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[miss\\_robot's solution](#)

**393.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[miss\\_robot's solution](#)

**394.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,273 global accepts · Rating: 1300 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[miss\\_robot's solution](#)

**395.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,885 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[miss\\_robot's solution](#)

**396.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[miss\\_robot's solution](#)

**397.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,345 global accepts · Rating: 1300 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers  
[miss\\_robot's solution](#)

**398.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[miss\\_robot's solution](#)

**399.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[miss\\_robot's solution](#)

**400.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[miss\\_robot's solution](#)

**401.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[miss\\_robot's solution](#)

**402.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers  
[miss\\_robot's solution](#)

**403.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**404.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**405.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,881 global accepts · Rating: 1300 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[miss\\_robot's solution](#)

**406.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,997 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[miss\\_robot's solution](#)

**407.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,012 global accepts · Rating: 1300 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**408.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,857 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[miss\\_robot's solution](#)

**409.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**410.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**411.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[miss\\_robot's solution](#)

**412.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[miss\\_robot's solution](#)

**413.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[miss\\_robot's solution](#)

**414.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math  
[miss\\_robot's solution](#)

**415.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: binary search, math  
[miss\\_robot's solution](#)

**416.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[miss\\_robot's solution](#)

**417.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math  
[miss\\_robot's solution](#)

**418.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings  
[miss\\_robot's solution](#)

**419.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[miss\\_robot's solution](#)

**420.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[miss\\_robot's solution](#)

**421.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers  
[miss\\_robot's solution](#)

**422.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[miss\\_robot's solution](#)

**423.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,020 global accepts · Rating: 1400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**424.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math,

sortings

[miss\\_robot's solution](#)

**425.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[miss\\_robot's solution](#)

**426.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[miss\\_robot's solution](#)

**427.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[miss\\_robot's solution](#)

**428.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[miss\\_robot's solution](#)

**429.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[miss\\_robot's solution](#)

**430.**

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,531 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[miss\\_robot's solution](#)

**431.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[miss\\_robot's solution](#)

**432.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[miss\\_robot's solution](#)

**433.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[miss\\_robot's solution](#)

**434.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[miss\\_robot's solution](#)

**435.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[miss\\_robot's solution](#)

**436.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[miss\\_robot's solution](#)

**437.**

1888D1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[miss\\_robot's solution](#)

**438.**

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[miss\\_robot's solution](#)

**439.**

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**440.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,325 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[miss\\_robot's solution](#)

**441.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[miss\\_robot's solution](#)

**442.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[miss\\_robot's solution](#)

**443.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,950 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[miss\\_robot's solution](#)

**444.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,841 global accepts · Rating: 1400 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[miss\\_robot's solution](#)

**445.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[miss\\_robot's solution](#)

**446.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[miss\\_robot's solution](#)

**447.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[miss\\_robot's solution](#)

**448.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[miss\\_robot's solution](#)

**449.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[miss\\_robot's solution](#)

**450.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[miss\\_robot's solution](#)

**451.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,441 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[miss\\_robot's solution](#)

**452.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**453.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[miss\\_robot's solution](#)

**454.**

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[miss\\_robot's solution](#)

**455.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[miss\\_robot's solution](#)

**456.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[miss\\_robot's solution](#)

**457.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[miss\\_robot's solution](#)

**458.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,094 global accepts · Rating: 1400 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[miss\\_robot's solution](#)

**459.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[miss\\_robot's solution](#)

**460.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[miss\\_robot's solution](#)

**461.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,132 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**462.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**463.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[miss\\_robot's solution](#)

**464.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,464 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[miss\\_robot's solution](#)

**465.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[miss\\_robot's solution](#)

**466.**

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[miss\\_robot's solution](#)

**467.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[miss\\_robot's solution](#)

**468.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[miss\\_robot's solution](#)

**469.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[miss\\_robot's solution](#)

**470.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,387 global accepts · Rating: 1400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation  
[miss\\_robot's solution](#)

**471.**

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings  
[miss\\_robot's solution](#)

**472.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,141 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[miss\\_robot's solution](#)

**473.**

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[miss\\_robot's solution](#)

**474.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1400 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math  
[miss\\_robot's solution](#)

**475.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[miss\\_robot's solution](#)

**476.**

1256B

[Minimize the Permutation](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**477.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[miss\\_robot's solution](#)

**478.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[miss\\_robot's solution](#)

**479.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[miss\\_robot's solution](#)

**480.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[miss\\_robot's solution](#)

**481.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, sortings

[miss\\_robot's solution](#)

**482.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[miss\\_robot's solution](#)

**483.**

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[miss\\_robot's solution](#)

**484.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[miss\\_robot's solution](#)

**485.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[miss\\_robot's solution](#)

**486.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**487.**

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**488.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[miss\\_robot's solution](#)

**489.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[miss\\_robot's solution](#)

**490.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[miss\\_robot's solution](#)

**491.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[miss\\_robot's solution](#)

**492.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[miss\\_robot's solution](#)

**493.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[miss\\_robot's solution](#)

**494.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,738 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[miss\\_robot's solution](#)

**495.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[miss\\_robot's solution](#)

**496.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math  
[miss\\_robot's solution](#)

**497.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,383 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[miss\\_robot's solution](#)

**498.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[miss\\_robot's solution](#)

**499.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory  
[miss\\_robot's solution](#)

**500.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math  
[miss\\_robot's solution](#)

**501.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[miss\\_robot's solution](#)

**502.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,723 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[miss\\_robot's solution](#)

**503.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[miss\\_robot's solution](#)

**504.**

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[miss\\_robot's solution](#)

**505.**

1366C

[Palindromic Paths](#) · [Tutorial](#)

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**506.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1500 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[miss\\_robot's solution](#)

**507.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,467 global accepts · Rating: 1500 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[miss\\_robot's solution](#)

**508.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[miss\\_robot's solution](#)

**509.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[miss\\_robot's solution](#)

**510.**

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[miss\\_robot's solution](#)

**511.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**512.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**513.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[miss\\_robot's solution](#)

**514.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[miss\\_robot's solution](#)

**515.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[miss\\_robot's solution](#)

**516.**

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[miss\\_robot's solution](#)

**517.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[miss\\_robot's solution](#)

**518.**

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[miss\\_robot's solution](#)

**519.**

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**520.**

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math

[miss\\_robot's solution](#)

**521.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[miss\\_robot's solution](#)

**522.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[miss\\_robot's solution](#)

**523.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math

[miss\\_robot's solution](#)

**524.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[miss\\_robot's solution](#)

**525.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[miss\\_robot's solution](#)

**526.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[miss\\_robot's solution](#)

**527.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,952 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[miss\\_robot's solution](#)

**528.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[miss\\_robot's solution](#)

**529.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**530.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**531.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[miss\\_robot's solution](#)

**532.**

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[miss\\_robot's solution](#)

**533.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[miss\\_robot's solution](#)

**534.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,869 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[miss\\_robot's solution](#)

**535.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[miss\\_robot's solution](#)

**536.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[miss\\_robot's solution](#)

**537.**

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[miss\\_robot's solution](#)

**538.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[miss\\_robot's solution](#)

**539.**

1775C

[Interesting Sequence](#) · [Tutorial](#)

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[miss\\_robot's solution](#)

**540.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[miss\\_robot's solution](#)

**541.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[miss\\_robot's solution](#)

**542.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[miss\\_robot's solution](#)

**543.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[miss\\_robot's solution](#)

**544.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[miss\\_robot's solution](#)

**545.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,592 global accepts · Rating: 1600 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[miss\\_robot's solution](#)

**546.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math  
[miss\\_robot's solution](#)

**547.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[miss\\_robot's solution](#)

**548.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[miss\\_robot's solution](#)

**549.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory  
[miss\\_robot's solution](#)

**550.**

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[miss\\_robot's solution](#)

**551.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers  
[miss\\_robot's solution](#)

**552.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings  
[miss\\_robot's solution](#)

**553.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers  
[miss\\_robot's solution](#)

**554.**

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation  
[miss\\_robot's solution](#)

**555.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[miss\\_robot's solution](#)

**556.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive  
[miss\\_robot's solution](#)

**557.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**558.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers  
[miss\\_robot's solution](#)

**559.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[miss\\_robot's solution](#)

**560.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1600 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[miss\\_robot's solution](#)

**561.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games, trees  
[miss\\_robot's solution](#)

**562.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math  
[miss\\_robot's solution](#)

**563.**

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[miss\\_robot's solution](#)

**564.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[miss\\_robot's solution](#)

**565.**

1352G

[Special Permutation](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[miss\\_robot's solution](#)

**566.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[miss\\_robot's solution](#)

**567.**

1348C

[Phoenix and Distribution](#) · [Tutorial](#)

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[miss\\_robot's solution](#)

**568.**

1342C

[Yet Another Counting Problem](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[miss\\_robot's solution](#)

**569.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[miss\\_robot's solution](#)

**570.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**571.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[miss\\_robot's solution](#)

**572.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[miss\\_robot's solution](#)

**573.**

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[miss\\_robot's solution](#)

**574.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,055 global accepts · Rating: 1600 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[miss\\_robot's solution](#)

**575.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: binary search, greedy

[miss\\_robot's solution](#)

**576.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[miss\\_robot's solution](#)

**577.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[miss\\_robot's solution](#)

**578.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[miss\\_robot's solution](#)

**579.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,804 global accepts · Rating: 1700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[miss\\_robot's solution](#)

**580.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[miss\\_robot's solution](#)

**581.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[miss\\_robot's solution](#)

**582.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,490 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[miss\\_robot's solution](#)

**583.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[miss\\_robot's solution](#)

**584.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[miss\\_robot's solution](#)

**585.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[miss\\_robot's solution](#)

**586.**

2089A

[Simple Permutation](#) · [Tutorial](#)

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[miss\\_robot's solution](#)

**587.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[miss\\_robot's solution](#)

**588.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[miss\\_robot's solution](#)

**589.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[miss\\_robot's solution](#)

**590.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[miss\\_robot's solution](#)

**591.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[miss\\_robot's solution](#)

**592.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[miss\\_robot's solution](#)

**593.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[miss\\_robot's solution](#)

**594.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[miss\\_robot's solution](#)

**595.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[miss\\_robot's solution](#)

**596.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[miss\\_robot's solution](#)

**597.**

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[miss\\_robot's solution](#)

**598.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[miss\\_robot's solution](#)

**599.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[miss\\_robot's solution](#)

**600.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[miss\\_robot's solution](#)

**601.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,551 global accepts · Rating: 1700 · first AC: 2020-03-21 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[miss\\_robot's solution](#)

**602.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[miss\\_robot's solution](#)

**603.**

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2021-03-22 · last AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[miss\\_robot's solution](#)

**604.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[miss\\_robot's solution](#)

**605.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[miss\\_robot's solution](#)

**606.**

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

[miss\\_robot's solution](#)

**607.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[miss\\_robot's solution](#)

**608.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,006 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[miss\\_robot's solution](#)

**609.**

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[miss\\_robot's solution](#)

**610.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[miss\\_robot's solution](#)

**611.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[miss\\_robot's solution](#)

**612.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[miss\\_robot's solution](#)

**613.**

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[miss\\_robot's solution](#)

**614.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[miss\\_robot's solution](#)

**615.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[miss\\_robot's solution](#)

**616.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[miss\\_robot's solution](#)

**617.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[miss\\_robot's solution](#)

**618.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[miss\\_robot's solution](#)

**619.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[miss\\_robot's solution](#)

**620.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[miss\\_robot's solution](#)

**621.**

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[miss\\_robot's solution](#)

**622.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[miss\\_robot's solution](#)

**623.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[miss\\_robot's solution](#)

**624.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[miss\\_robot's solution](#)

**625.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[miss\\_robot's solution](#)

**626.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**627.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees  
[miss\\_robot's solution](#)

**628.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math  
[miss\\_robot's solution](#)

**629.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[miss\\_robot's solution](#)

**630.**

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, shortest paths  
[miss\\_robot's solution](#)

**631.**

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings  
[miss\\_robot's solution](#)

**632.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers  
[miss\\_robot's solution](#)

**633.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[miss\\_robot's solution](#)

**634.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers  
[miss\\_robot's solution](#)

**635.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[miss\\_robot's solution](#)

**636.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[miss\\_robot's solution](#)

**637.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,198 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[miss\\_robot's solution](#)

**638.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[miss\\_robot's solution](#)

**639.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[miss\\_robot's solution](#)

**640.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[miss\\_robot's solution](#)

**641.**

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[miss\\_robot's solution](#)

**642.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[miss\\_robot's solution](#)

**643.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**644.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[miss\\_robot's solution](#)

**645.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[miss\\_robot's solution](#)

**646.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[miss\\_robot's solution](#)

**647.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[miss\\_robot's solution](#)

**648.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[miss\\_robot's solution](#)

**649.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory  
[miss\\_robot's solution](#)

**650.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths  
[miss\\_robot's solution](#)

**651.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2022-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[miss\\_robot's solution](#)

**652.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation, shortest paths  
[miss\\_robot's solution](#)

**653.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2021-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[miss\\_robot's solution](#)

**654.**

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force  
[miss\\_robot's solution](#)

**655.**

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[miss\\_robot's solution](#)

**656.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[miss\\_robot's solution](#)

**657.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[miss\\_robot's solution](#)

**658.**

221D

[Little Elephant and Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[miss\\_robot's solution](#)

**659.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[miss\\_robot's solution](#)

**660.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[miss\\_robot's solution](#)

**661.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[miss\\_robot's solution](#)

**662.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[miss\\_robot's solution](#)

**663.**

1339D

[Edge Weight Assignment](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[miss\\_robot's solution](#)

**664.**

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[miss\\_robot's solution](#)

**665.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[miss\\_robot's solution](#)

**666.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[miss\\_robot's solution](#)

**667.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[miss\\_robot's solution](#)

**668.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[miss\\_robot's solution](#)

**669.**

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[miss\\_robot's solution](#)

**670.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[miss\\_robot's solution](#)

**671.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[miss\\_robot's solution](#)

**672.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[miss\\_robot's solution](#)

**673.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[miss\\_robot's solution](#)

**674.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[miss\\_robot's solution](#)

**675.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[miss\\_robot's solution](#)

**676.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[miss\\_robot's solution](#)

**677.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[miss\\_robot's solution](#)

**678.**

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[miss\\_robot's solution](#)

**679.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[miss\\_robot's solution](#)

**680.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[miss\\_robot's solution](#)

**681.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[miss\\_robot's solution](#)

**682.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[miss\\_robot's solution](#)

**683.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[miss\\_robot's solution](#)

**684.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[miss\\_robot's solution](#)

**685.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[miss\\_robot's solution](#)

**686.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,044 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[miss\\_robot's solution](#)

**687.**

2089B1

[Canteen \(Easy Version\) · Tutorial](#)

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[miss\\_robot's solution](#)

**688.**

2094H

[La Vaca Saturno Saturnita · Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[miss\\_robot's solution](#)

**689.**

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[miss\\_robot's solution](#)

**690.**

2068F

[Mascot Naming · Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[miss\\_robot's solution](#)

**691.**

1773A

[Amazing Trick · Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[miss\\_robot's solution](#)

**692.**

1773K

[King's Puzzle · Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[miss\\_robot's solution](#)

**693.**

2052E

[Expression Correction · Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[miss\\_robot's solution](#)

**694.**

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[miss\\_robot's solution](#)

**695.**

2050G

[Tree Destruction · Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[miss\\_robot's solution](#)

**696.**

2042D

[Recommendations · Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation,

sortings, two pointers

[miss\\_robot's solution](#)

**697.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[miss\\_robot's solution](#)

**698.**

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 1900 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[miss\\_robot's solution](#)

**699.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[miss\\_robot's solution](#)

**700.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[miss\\_robot's solution](#)

**701.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[miss\\_robot's solution](#)

**702.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[miss\\_robot's solution](#)

**703.**

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[miss\\_robot's solution](#)

**704.**

1888D2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[miss\\_robot's solution](#)

**705.**

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[miss\\_robot's solution](#)

**706.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[miss\\_robot's solution](#)

**707.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[miss\\_robot's solution](#)

**708.**

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[miss\\_robot's solution](#)

**709.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[miss\\_robot's solution](#)

**710.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[miss\\_robot's solution](#)

**711.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[miss\\_robot's solution](#)

**712.**

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[miss\\_robot's solution](#)

**713.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[miss\\_robot's solution](#)

**714.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[miss\\_robot's solution](#)

**715.**

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[miss\\_robot's solution](#)

**716.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[miss\\_robot's solution](#)

**717.**

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[miss\\_robot's solution](#)

**718.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[miss\\_robot's solution](#)

**719.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[miss\\_robot's solution](#)

**720.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[miss\\_robot's solution](#)

**721.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,889 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[miss\\_robot's solution](#)

**722.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**723.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[miss\\_robot's solution](#)

**724.**

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[miss\\_robot's solution](#)

**725.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[miss\\_robot's solution](#)

**726.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2020-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[miss\\_robot's solution](#)

**727.**

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[miss\\_robot's solution](#)

**728.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[miss\\_robot's solution](#)

**729.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[miss\\_robot's solution](#)

**730.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[miss\\_robot's solution](#)

**731.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[miss\\_robot's solution](#)

**732.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[miss\\_robot's solution](#)

**733.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[miss\\_robot's solution](#)

**734.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[miss\\_robot's solution](#)

**735.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[miss\\_robot's solution](#)

**736.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[miss\\_robot's solution](#)

**737.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[miss\\_robot's solution](#)

**738.**

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[miss\\_robot's solution](#)

**739.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[miss\\_robot's solution](#)

**740.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 2000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[miss\\_robot's solution](#)

**741.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[miss\\_robot's solution](#)

**742.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[miss\\_robot's solution](#)

**743.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[miss\\_robot's solution](#)

**744.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[miss\\_robot's solution](#)

**745.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[miss\\_robot's solution](#)

**746.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[miss\\_robot's solution](#)

**747.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[miss\\_robot's solution](#)

**748.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[miss\\_robot's solution](#)

**749.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[miss\\_robot's solution](#)

**750.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[miss\\_robot's solution](#)

**751.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[miss\\_robot's solution](#)

**752.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[miss\\_robot's solution](#)

**753.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[miss\\_robot's solution](#)

**754.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[miss\\_robot's solution](#)

**755.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[miss\\_robot's solution](#)

**756.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[miss\\_robot's solution](#)

**757.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[miss\\_robot's solution](#)

**758.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[miss\\_robot's solution](#)

**759.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[miss\\_robot's solution](#)

**760.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[miss\\_robot's solution](#)

**761.**

1143E

[Lynrd Skynrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[miss\\_robot's solution](#)

**762.**

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[miss\\_robot's solution](#)

**763.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**764.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[miss\\_robot's solution](#)

**765.**

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[miss\\_robot's solution](#)

**766.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[miss\\_robot's solution](#)

**767.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[miss\\_robot's solution](#)

**768.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths  
[miss\\_robot's solution](#)

**769.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[miss\\_robot's solution](#)

**770.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[miss\\_robot's solution](#)

**771.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[miss\\_robot's solution](#)

**772.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules  
[miss\\_robot's solution](#)

**773.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[miss\\_robot's solution](#)

**774.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math  
[miss\\_robot's solution](#)

**775.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths  
[miss\\_robot's solution](#)

**776.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[miss\\_robot's solution](#)

**777.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, math, number theory

[miss\\_robot's solution](#)

**778.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[miss\\_robot's solution](#)

**779.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[miss\\_robot's solution](#)

**780.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[miss\\_robot's solution](#)

**781.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[miss\\_robot's solution](#)

**782.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[miss\\_robot's solution](#)

**783.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[miss\\_robot's solution](#)

**784.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[miss\\_robot's solution](#)

**785.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[miss\\_robot's solution](#)

**786.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[miss\\_robot's solution](#)

**787.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[miss\\_robot's solution](#)

**788.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[miss\\_robot's solution](#)

**789.**

1896E

[Permutation Sorting](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[miss\\_robot's solution](#)

**790.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[miss\\_robot's solution](#)

**791.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[miss\\_robot's solution](#)

**792.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[miss\\_robot's solution](#)

**793.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[miss\\_robot's solution](#)

**794.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[miss\\_robot's solution](#)

**795.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[miss\\_robot's solution](#)

**796.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[miss\\_robot's solution](#)

**797.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[miss\\_robot's solution](#)

**798.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[miss\\_robot's solution](#)

**799.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[miss\\_robot's solution](#)

**800.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[miss\\_robot's solution](#)

**801.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[miss\\_robot's solution](#)

**802.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[miss\\_robot's solution](#)

**803.**

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: strings

[miss\\_robot's solution](#)

**804.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[miss\\_robot's solution](#)

**805.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[miss\\_robot's solution](#)

**806.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: dp, graphs

[miss\\_robot's solution](#)

**807.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[miss\\_robot's solution](#)

**808.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[miss\\_robot's solution](#)

**809.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[miss\\_robot's solution](#)

**810.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[miss\\_robot's solution](#)

**811.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[miss\\_robot's solution](#)

**812.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[miss\\_robot's solution](#)

**813.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2200 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[miss\\_robot's solution](#)

**814.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[miss\\_robot's solution](#)

**815.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[miss\\_robot's solution](#)

**816.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[miss\\_robot's solution](#)

**817.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[miss\\_robot's solution](#)

**818.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[miss\\_robot's solution](#)

**819.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[miss\\_robot's solution](#)

**820.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[miss\\_robot's solution](#)

**821.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[miss\\_robot's solution](#)

**822.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[miss\\_robot's solution](#)

**823.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[miss\\_robot's solution](#)

**824.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[miss\\_robot's solution](#)

**825.**

785E

[Anton and Permutation](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[miss\\_robot's solution](#)

**826.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[miss\\_robot's solution](#)

**827.**

834D

[The Bakery](#) · Tutorial

Rating: 2200 · first AC: 2020-09-05 · last AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[miss\\_robot's solution](#)

**828.**

1335F

[Robots on a Grid](#) · Tutorial

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[miss\\_robot's solution](#)

**829.**

86D

[Powerful array](#) · Tutorial

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[miss\\_robot's solution](#)

**830.**

52C

[Circular RMQ](#) · Tutorial

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[miss\\_robot's solution](#)

**831.**

486E

[LIS of Sequence](#) · Tutorial

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[miss\\_robot's solution](#)

**832.**

2194F1

[Again Trees... \(Easy Version\)](#) · Tutorial

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[miss\\_robot's solution](#)

**833.**

2164E

[Journey](#) · Tutorial

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[miss\\_robot's solution](#)

**834.**

2043E

[Matrix Transformation](#) · Tutorial

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[miss\\_robot's solution](#)

**835.**

2110E

[Melody](#) · Tutorial

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[miss\\_robot's solution](#)

**836.**

1995D

[Cases](#) · Tutorial

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[miss\\_robot's solution](#)

**837.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[miss\\_robot's solution](#)

**838.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[miss\\_robot's solution](#)

**839.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[miss\\_robot's solution](#)

**840.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[miss\\_robot's solution](#)

**841.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[miss\\_robot's solution](#)

**842.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[miss\\_robot's solution](#)

**843.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[miss\\_robot's solution](#)

**844.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[miss\\_robot's solution](#)

**845.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[miss\\_robot's solution](#)

**846.**

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[miss\\_robot's solution](#)

**847.**

1621E

[New School · Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[miss\\_robot's solution](#)

**848.**

1217E

[Sum Queries? · Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[miss\\_robot's solution](#)

**849.**

1236D

[Alice and the Doll · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[miss\\_robot's solution](#)

**850.**

1093E

[Intersection of Permutations · Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[miss\\_robot's solution](#)

**851.**

1735E

[House Planning · Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2025-09-12 · last AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[miss\\_robot's solution](#)

**852.**

1237E

[Balanced Binary Search Trees · Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[miss\\_robot's solution](#)

**853.**

1096G

[Lucky Tickets · Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft

[miss\\_robot's solution](#)

**854.**

2096E

[Wonderful Teddy Bears · Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[miss\\_robot's solution](#)

**855.**

1779E

[Anya's Simultaneous Exhibition · Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[miss\\_robot's solution](#)

**856.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**857.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[miss\\_robot's solution](#)

**858.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[miss\\_robot's solution](#)

**859.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[miss\\_robot's solution](#)

**860.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[miss\\_robot's solution](#)

**861.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[miss\\_robot's solution](#)

**862.**

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[miss\\_robot's solution](#)

**863.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[miss\\_robot's solution](#)

**864.**

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[miss\\_robot's solution](#)

**865.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[miss\\_robot's solution](#)

**866.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[miss\\_robot's solution](#)

**867.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[miss\\_robot's solution](#)

**868.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[miss\\_robot's solution](#)

**869.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[miss\\_robot's solution](#)

**870.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp  
[miss\\_robot's solution](#)

**871.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities  
[miss\\_robot's solution](#)

**872.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft  
[miss\\_robot's solution](#)

**873.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[miss\\_robot's solution](#)

**874.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[miss\\_robot's solution](#)

**875.**

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[miss\\_robot's solution](#)

**876.**

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[miss\\_robot's solution](#)

**877.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[miss\\_robot's solution](#)

**878.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[miss\\_robot's solution](#)

**879.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[miss\\_robot's solution](#)

**880.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[miss\\_robot's solution](#)

**881.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[miss\\_robot's solution](#)

**882.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[miss\\_robot's solution](#)

**883.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation, trees, two pointers  
[miss\\_robot's solution](#)

**884.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[miss\\_robot's solution](#)

**885.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[miss\\_robot's solution](#)

**886.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp  
[miss\\_robot's solution](#)

**887.**

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs  
[miss\\_robot's solution](#)

**888.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices  
[miss\\_robot's solution](#)

**889.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[miss\\_robot's solution](#)

**890.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees  
[miss\\_robot's solution](#)

**891.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[miss\\_robot's solution](#)

**892.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[miss\\_robot's solution](#)

**893.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy  
[miss\\_robot's solution](#)

**894.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices  
[miss\\_robot's solution](#)

**895.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths  
[miss\\_robot's solution](#)

**896.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[miss\\_robot's solution](#)

**897.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[miss\\_robot's solution](#)

**898.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[miss\\_robot's solution](#)

**899.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**900.**

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-05 · last AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[miss\\_robot's solution](#)

**901.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-10-07 · last AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[miss\\_robot's solution](#)

**902.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[miss\\_robot's solution](#)

**903.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**904.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**905.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**906.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**907.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**908.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**909.**

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**910.**

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**911.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**912.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**913.**

106178B

[Balanced Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**914.**

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**915.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**916.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**917.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**918.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**919.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**920.**

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**921.**

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**922.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**923.**

103069A

[Namomo Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**924.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**925.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**926.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**927.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**928.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**929.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**930.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**931.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**932.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**933.**

106157K

[Klaus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**934.**

106157D

[Depot](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**935.**

106157H

[Hybrid Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**936.**

106157E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**937.**

106157L

[Last Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**938.**

106157B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**939.**

106157F

[Fell Walking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**940.**

106157J

[Joust Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**941.**

106157C

[Colourful Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**942.**

106157G

[Get Good](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**943.**

106157I

[Itsy Bits](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**944.**

106157M

[Motorway Stops](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**945.**

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**946.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[miss\\_robot's solution](#)

**947.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[miss\\_robot's solution](#)

**948.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[miss\\_robot's solution](#)

**949.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[miss\\_robot's solution](#)

**950.**

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**951.**

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**952.**

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**953.**

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**954.**

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**955.**

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**956.**

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**957.**

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**958.**

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**959.**

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**960.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**961.**

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · last AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**962.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**963.**

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**964.**

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**965.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**966.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**967.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**968.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**969.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**970.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**971.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · last AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**972.**

104288L

[Where Am I? · Tutorial](#)

Rating: — · first AC: 2025-07-11 · last AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**973.**

104288F

[Islands from the Sky · Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**974.**

104288C

[Fair Division · Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**975.**

104288A

[Crystal Crosswind · Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**976.**

104288J

[Splitstream · Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**977.**

105789F

[Festival Signs · Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**978.**

105789K

[Keep Fighting · Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**979.**

105492D

[Disgruntled Diner · Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**980.**

105492H

[Horse Habitat · Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**981.**

105492B

[Buggy Blinkers · Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**982.**

105492M

[Museum Visit · Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**983.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**984.**

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**985.**

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**986.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**987.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**988.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**989.**

105492A

[``Aaawww...'' or ``Aaayyy!!!''](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**990.**

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**991.**

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**992.**

105627C

[Moderation in All Things](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**993.**

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**994.**

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**995.**

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**996.**

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**997.**

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**998.**

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**999.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1000.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · PyPy 3 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1001.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1002.**

102511B

[Beautiful Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1003.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1004.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1005.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1006.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1007.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1008.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1009.**

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1010.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1011.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1012.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1013.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1014.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1015.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1016.**

105646M

[Balance of Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1017.**

105646K

[Power Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1018.**

105646D

[Xor Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1019.**

105646A

[Interesting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1020.**

105646H

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1021.**

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1022.**

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1023.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1024.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1025.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1026.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1027.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1028.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1029.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1030.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1031.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1032.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1033.**

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · last AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1034.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1035.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1036.**

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1037.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1038.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1039.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1040.**

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1041.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1042.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1043.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1044.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1045.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1046.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1047.**

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1048.**

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1049.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1050.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1051.**

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1052.**

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · last AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1053.**

105446J

[Jabber Network](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1054.**

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1055.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1056.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1057.**

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1058.**

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1059.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1060.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1061.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1062.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1063.**

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1064.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1065.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1066.**

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1067.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1068.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1069.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1070.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1071.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1072.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1073.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1074.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1075.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1076.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1077.**

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1078.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1079.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1080.**

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1081.**

104197F

[F\\*\\*\\* 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1082.**

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1083.**

104197D

[Distance Parities](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1084.**

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1085.**

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1086.**

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1087.**

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1088.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1089.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1090.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1091.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1092.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1093.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1094.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1095.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · Python 3 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1096.**

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1097.**

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1098.**

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1099.**

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1100.**

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1101.**

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1102.**

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1103.**

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1104.**

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1105.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1106.**

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1107.**

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1108.**

105053H

[Harmonic Operations](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1109.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1110.**

105053F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1111.**

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1112.**

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1113.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1114.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1115.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1116.**

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1117.**

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1118.**

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1119.**

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1120.**

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1121.**

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1122.**

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1123.**

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1124.**

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1125.**

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1126.**

102021C

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Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1127.**

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1128.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1129.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1130.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1131.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1132.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1133.**

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1134.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1135.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1136.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1137.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1138.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1139.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1140.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1141.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1142.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1143.**

104772D

[Divisibility Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1144.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1145.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1146.**

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1147.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1148.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1149.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1150.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1151.**

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1152.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-27 · last AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1153.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1154.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1155.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1156.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1157.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1158.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1159.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1160.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1161.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1162.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1163.**

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1164.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1165.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1166.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1167.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1168.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1169.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1170.**

104768M

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Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1171.**

104686J

[Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1172.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1173.**

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1174.**

101485I

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Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1175.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1176.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1177.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1178.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · PyPy 3-64 (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1179.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1180.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1181.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1182.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1183.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1184.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1185.**

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1186.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1187.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1188.**

101471A

[Airport Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1189.**

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1190.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1191.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1192.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1193.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1194.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1195.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1196.**

104013G

[Grammar Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1197.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1198.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1199.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1200.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1201.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1202.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1203.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1204.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1205.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1206.**

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1207.**

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1208.**

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1209.**

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1210.**

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1211.**

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1212.**

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1213.**

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1214.**

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1215.**

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1216.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1217.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1218.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1219.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1220.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1221.**

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1222.**

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1223.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1224.**

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1225.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1226.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: —

[miss\\_robot's solution](#)

**1227.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[miss\\_robot's solution](#)

**1228.**

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[miss\\_robot's solution](#)

**1229.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, trees

[miss\\_robot's solution](#)

**1230.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1231.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1232.**

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1233.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1234.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1235.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[miss\\_robot's solution](#)

**1236.**

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1237.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1238.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1239.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1240.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1241.**

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1242.**

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1243.**

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1244.**

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1245.**

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1246.**

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1247.**

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · last AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1248.**

101485K

[Kitchen Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1249.**

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1250.**

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1251.**

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1252.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1253.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1254.**

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1255.**

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1256.**

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1257.**

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1258.**

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1259.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1260.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1261.**

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1262.**

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[miss\\_robot's solution](#)

**1263.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math, number theory  
[miss\\_robot's solution](#)

**1264.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks  
[miss\\_robot's solution](#)

**1265.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[miss\\_robot's solution](#)

**1266.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[miss\\_robot's solution](#)