

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

<https://cfelitetracker.vercel.app>

Unique solved — mtsd

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

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

Filters: none

Count: 1,770

1.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[mtsd's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[mtsd's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[mtsd's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[mtsd's solution](#)

6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[mtsd's solution](#)

7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[mtsd's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[mtsd's solution](#)

9.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[mtsd's solution](#)

10.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

11.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[mtsd's solution](#)

12.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

13.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

14.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

15.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[mtsd's solution](#)

16.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

17.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

18.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[mtsd's solution](#)

19.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[mtsd's solution](#)

20.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

21.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[mtsd's solution](#)

22.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[mtsd's solution](#)

23.

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
[mtsd's solution](#)

24.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[mtsd's solution](#)

25.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

26.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

27.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[mtsd's solution](#)

28.

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
[mtsd's solution](#)

29.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

30.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

31.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

32.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mtsd's solution](#)

33.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[mtsd's solution](#)

34.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[mtsd's solution](#)

35.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

36.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[mtsd's solution](#)

37.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[mtsd's solution](#)

38.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[mtsd's solution](#)

39.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mtsd's solution](#)

40.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[mtsd's solution](#)

41.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[mtsd's solution](#)

42.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

43.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[mtsd's solution](#)

44.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[mtsd's solution](#)

45.

1774A

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

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

46.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mtsd's solution](#)

47.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mtsd's solution](#)

48.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[mtsd's solution](#)

49.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[mtsd's solution](#)

50.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

51.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[mtsd's solution](#)

52.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

53.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[mtsd's solution](#)

54.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

55.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[mtsd's solution](#)

56.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[mtsd's solution](#)

57.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
[mtsd's solution](#)

58.

1491A

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

Quality: 19,028 global accepts · Rating: 800 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[mtsd's solution](#)

59.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

60.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[mtsd's solution](#)

61.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings
[mtsd's solution](#)

62.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[mtsd's solution](#)

63.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[mtsd's solution](#)

64.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

65.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[mtsd's solution](#)

66.

1622A

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

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[mtsd's solution](#)

67.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

68.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

69.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[mtsd's solution](#)

70.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[mtsd's solution](#)

71.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[mtsd's solution](#)

72.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

73.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[mtsd's solution](#)

74.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[mtsd's solution](#)

75.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[mtsd's solution](#)

76.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
[mtsd's solution](#)

77.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[mtsd's solution](#)

78.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[mtsd's solution](#)

79.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

80.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[mtsd's solution](#)

81.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[mtsd's solution](#)

82.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,123 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[mtsd's solution](#)

83.

1519B

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

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[mtsd's solution](#)

84.

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[mtsd's solution](#)

- 85.**
1466B
[Last minute enhancements](#) · [Tutorial](#)
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[mtsd's solution](#)
- 86.**
1466A
[Bovine Dilemma](#) · [Tutorial](#)
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[mtsd's solution](#)
- 87.**
1468E
[Four Segments](#) · [Tutorial](#)
Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[mtsd's solution](#)
- 88.**
1462B
[Last Year's Substring](#) · [Tutorial](#)
Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[mtsd's solution](#)
- 89.**
1462A
[Favorite Sequence](#) · [Tutorial](#)
Quality: 48,964 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[mtsd's solution](#)
- 90.**
1461A
[String Generation](#) · [Tutorial](#)
Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)
- 91.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[mtsd's solution](#)
- 92.**
1428A
[Box is Pull](#) · [Tutorial](#)
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[mtsd's solution](#)
- 93.**
1408A
[Circle Coloring](#) · [Tutorial](#)
Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)
- 94.**
932A
[Palindromic Supersequence](#) · [Tutorial](#)
Quality: 10,892 global accepts · Rating: 800 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)
- 95.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[mtsd's solution](#)

96.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[mtsd's solution](#)

97.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[mtsd's solution](#)

98.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

99.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[mtsd's solution](#)

100.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy

[mtsd's solution](#)

101.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: math

[mtsd's solution](#)

102.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,806 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

103.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[mtsd's solution](#)

104.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

105.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[mtsd's solution](#)

106.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

107.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[mtsd's solution](#)

108.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

109.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[mtsd's solution](#)

110.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation
[mtsd's solution](#)

111.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,093 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: implementation
[mtsd's solution](#)

112.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[mtsd's solution](#)

113.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,879 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

114.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

115.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

116.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[mtsd's solution](#)

117.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[mtsd's solution](#)

118.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

119.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mtsd's solution](#)

120.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[mtsd's solution](#)

121.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[mtsd's solution](#)

122.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mtsd's solution](#)

123.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[mtsd's solution](#)

124.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory
[mtsd's solution](#)

125.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[mtsd's solution](#)

126.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings
[mtsd's solution](#)

127.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[mtsd's solution](#)

128.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

129.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[mtsd's solution](#)

130.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[mtsd's solution](#)

131.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[mtsd's solution](#)

132.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[mtsd's solution](#)

133.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[mtsd's solution](#)

134.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[mtsd's solution](#)

135.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

136.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mtsd's solution](#)

137.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[mtsd's solution](#)

138.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[mtsd's solution](#)

139.

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mtsd's solution](#)

140.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: implementation

[mtsd's solution](#)

141.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: implementation

[mtsd's solution](#)

142.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[mtsd's solution](#)

143.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[mtsd's solution](#)

144.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mtsd's solution](#)

145.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

146.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[mtsd's solution](#)

147.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mtsd's solution](#)

148.

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

[mtsd's solution](#)

149.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[mtsd's solution](#)

150.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[mtsd's solution](#)

151.

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
[mtsd's solution](#)

152.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[mtsd's solution](#)

153.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mtsd's solution](#)

154.

1876A

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

Quality: 34,919 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

155.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

156.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

157.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[mtsd's solution](#)

158.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

159.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[mtsd's solution](#)

160.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[mtsd's solution](#)

161.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[mtsd's solution](#)

162.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mtsd's solution](#)

163.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[mtsd's solution](#)

164.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[mtsd's solution](#)

165.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,954 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

166.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[mtsd's solution](#)

167.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[mtsd's solution](#)

168.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

169.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[mtsd's solution](#)

170.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[mtsd's solution](#)

171.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[mtsd's solution](#)

172.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[mtsd's solution](#)

173.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[mtsd's solution](#)

174.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mtsd's solution](#)

175.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[mtsd's solution](#)

176.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

177.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[mtsd's solution](#)

178.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[mtsd's solution](#)

179.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[mtsd's solution](#)

180.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[mtsd's solution](#)

181.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

182.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

183.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

184.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

185.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,982 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[mtsd's solution](#)

186.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[mtsd's solution](#)

187.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

188.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[mtsd's solution](#)

189.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[mtsd's solution](#)

190.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mtsd's solution](#)

191.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mtsd's solution](#)

192.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[mtsd's solution](#)

193.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[mtsd's solution](#)

194.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[mtsd's solution](#)

195.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[mtsd's solution](#)

196.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

197.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

198.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2024-01-19 · Q# (first AC) · Tags: *special
[mtsd's solution](#)

199.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[mtsd's solution](#)

200.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[mtsd's solution](#)

201.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[mtsd's solution](#)

202.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[mtsd's solution](#)

203.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mtsd's solution](#)

204.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[mtsd's solution](#)

205.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[mtsd's solution](#)

206.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mtsd's solution](#)

207.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[mtsd's solution](#)

208.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[mtsd's solution](#)

209.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[mtsd's solution](#)

210.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[mtsd's solution](#)

211.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[mtsd's solution](#)

212.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

213.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

strings

[mtsd's solution](#)

214.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[mtsd's solution](#)

215.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

216.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

217.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

218.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

219.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[mtsd's solution](#)

220.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

221.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[mtsd's solution](#)

222.

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,452 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[mtsd's solution](#)

223.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: games, math

[mtsd's solution](#)

224.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[mtsd's solution](#)

225.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[mtsd's solution](#)

226.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[mtsd's solution](#)

227.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[mtsd's solution](#)

228.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[mtsd's solution](#)

229.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[mtsd's solution](#)

230.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[mtsd's solution](#)

231.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[mtsd's solution](#)

232.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[mtsd's solution](#)

233.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[mtsd's solution](#)

234.

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

[mtsd's solution](#)

235.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[mtsd's solution](#)

236.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[mtsd's solution](#)

237.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[mtsd's solution](#)

238.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[mtsd's solution](#)

239.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mtsd's solution](#)

240.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mtsd's solution](#)

241.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mtsd's solution](#)

242.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[mtsd's solution](#)

243.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[mtsd's solution](#)

244.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[mtsd's solution](#)

245.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[mtsd's solution](#)

246.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

247.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[mtsd's solution](#)

248.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[mtsd's solution](#)

249.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[mtsd's solution](#)

250.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[mtsd's solution](#)

251.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[mtsd's solution](#)

252.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[mtsd's solution](#)

253.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[mtsd's solution](#)

254.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[mtsd's solution](#)

255.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[mtsd's solution](#)

256.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[mtsd's solution](#)

257.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

258.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[mtsd's solution](#)

259.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[mtsd's solution](#)

260.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[mtsd's solution](#)

261.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[mtsd's solution](#)

262.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp
[mtsd's solution](#)

263.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mtsd's solution](#)

264.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[mtsd's solution](#)

265.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[mtsd's solution](#)

266.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[mtsd's solution](#)

267.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

268.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mtsd's solution](#)

269.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[mtsd's solution](#)

270.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

271.

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[mtsd's solution](#)

272.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: implementation
[mtsd's solution](#)

273.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[mtsd's solution](#)

274.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[mtsd's solution](#)

275.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[mtsd's solution](#)

276.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

277.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[mtsd's solution](#)

278.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[mtsd's solution](#)

279.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[mtsd's solution](#)

280.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mtsd's solution](#)

281.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[mtsd's solution](#)

282.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

283.

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

[mtsd's solution](#)

284.

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[mtsd's solution](#)

285.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[mtsd's solution](#)

286.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[mtsd's solution](#)

287.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[mtsd's solution](#)

288.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[mtsd's solution](#)

289.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[mtsd's solution](#)

290.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[mtsd's solution](#)

291.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mtsd's solution](#)

292.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[mtsd's solution](#)

293.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mtsd's solution](#)

294.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mtsd's solution](#)

295.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

296.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[mtsd's solution](#)

297.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[mtsd's solution](#)

298.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[mtsd's solution](#)

299.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[mtsd's solution](#)

300.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[mtsd's solution](#)

301.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[mtsd's solution](#)

302.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[mtsd's solution](#)

303.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[mtsd's solution](#)

304.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[mtsd's solution](#)

305.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[mtsd's solution](#)

306.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[mtsd's solution](#)

307.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[mtsd's solution](#)

308.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[mtsd's solution](#)

309.

871A

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

Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[mtsd's solution](#)

310.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar

[mtsd's solution](#)

311.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

312.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[mtsd's solution](#)

313.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[mtsd's solution](#)

314.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[mtsd's solution](#)

315.

889A

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

Rating: 1300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[mtsd's solution](#)

316.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[mtsd's solution](#)

317.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[mtsd's solution](#)

318.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers
[mtsd's solution](#)

319.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[mtsd's solution](#)

320.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[mtsd's solution](#)

321.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings
[mtsd's solution](#)

322.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings
[mtsd's solution](#)

323.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation
[mtsd's solution](#)

324.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[mtsd's solution](#)

325.

1007A

[Reorder the Array](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[mtsd's solution](#)

326.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mtsd's solution](#)

327.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[mtsd's solution](#)

328.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

329.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
[mtsd's solution](#)

330.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

331.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: graphs
[mtsd's solution](#)

332.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[mtsd's solution](#)

333.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mtsd's solution](#)

334.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[mtsd's solution](#)

335.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[mtsd's solution](#)

336.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[mtsd's solution](#)

337.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[mtsd's solution](#)

338.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[mtsd's solution](#)

339.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[mtsd's solution](#)

340.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[mtsd's solution](#)

341.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[mtsd's solution](#)

342.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[mtsd's solution](#)

343.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[mtsd's solution](#)

344.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[mtsd's solution](#)

345.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[mtsd's solution](#)

346.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[mtsd's solution](#)

347.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[mtsd's solution](#)

348.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[mtsd's solution](#)

349.

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

350.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[mtsd's solution](#)

351.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[mtsd's solution](#)

352.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[mtsd's solution](#)

353.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[mtsd's solution](#)

354.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[mtsd's solution](#)

355.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[mtsd's solution](#)

356.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[mtsd's solution](#)

357.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[mtsd's solution](#)

358.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[mtsd's solution](#)

359.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[mtsd's solution](#)

360.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[mtsd's solution](#)

361.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[mtsd's solution](#)

362.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,465 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[mtsd's solution](#)

363.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[mtsd's solution](#)

364.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[mtsd's solution](#)

365.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[mtsd's solution](#)

366.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[mtsd's solution](#)

367.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[mtsd's solution](#)

368.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[mtsd's solution](#)

369.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[mtsd's solution](#)

370.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive
[mtsd's solution](#)

371.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[mtsd's solution](#)

372.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[mtsd's solution](#)

373.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[mtsd's solution](#)

374.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,594 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[mtsd's solution](#)

375.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[mtsd's solution](#)

376.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[mtsd's solution](#)

377.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[mtsd's solution](#)

378.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[mtsd's solution](#)

379.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers
[mtsd's solution](#)

380.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[mtsd's solution](#)

381.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[mtsd's solution](#)

382.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory
[mtsd's solution](#)

383.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[mtsd's solution](#)

384.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[mtsd's solution](#)

385.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[mtsd's solution](#)

386.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[mtsd's solution](#)

387.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mtsd's solution](#)

388.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[mtsd's solution](#)

389.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[mtsd's solution](#)

390.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[mtsd's solution](#)

391.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[mtsd's solution](#)

392.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[mtsd's solution](#)

393.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[mtsd's solution](#)

394.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[mtsd's solution](#)

395.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mtsd's solution](#)

396.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[mtsd's solution](#)

397.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[mtsd's solution](#)

398.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[mtsd's solution](#)

399.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mtsd's solution](#)

400.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

401.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[mtsd's solution](#)

402.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[mtsd's solution](#)

403.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mtsd's solution](#)

404.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[mtsd's solution](#)

405.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[mtsd's solution](#)

406.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

407.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[mtsd's solution](#)

408.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[mtsd's solution](#)

409.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[mtsd's solution](#)

410.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[mtsd's solution](#)

411.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[mtsd's solution](#)

412.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[mtsd's solution](#)

413.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[mtsd's solution](#)

414.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[mtsd's solution](#)

415.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[mtsd's solution](#)

416.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, sortings

[mtsd's solution](#)

417.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[mtsd's solution](#)

418.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[mtsd's solution](#)

419.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[mtsd's solution](#)

420.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[mtsd's solution](#)

421.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[mtsd's solution](#)

422.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

423.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[mtsd's solution](#)

424.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[mtsd's solution](#)

425.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[mtsd's solution](#)

426.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[mtsd's solution](#)

427.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

428.

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[mtsd's solution](#)

429.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[mtsd's solution](#)

430.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

431.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[mtsd's solution](#)

432.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[mtsd's solution](#)

433.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[mtsd's solution](#)

434.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[mtsd's solution](#)

435.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[mtsd's solution](#)

436.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[mtsd's solution](#)

437.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[mtsd's solution](#)

438.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[mtsd's solution](#)

439.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mtsd's solution](#)

440.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

441.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[mtsd's solution](#)

442.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[mtsd's solution](#)

443.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mtsd's solution](#)

444.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[mtsd's solution](#)

445.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[mtsd's solution](#)

446.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation
[mtsd's solution](#)

447.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[mtsd's solution](#)

448.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

449.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: binary search, sortings
[mtsd's solution](#)

450.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[mtsd's solution](#)

451.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: math, number theory

[mtsd's solution](#)

452.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[mtsd's solution](#)

453.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[mtsd's solution](#)

454.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[mtsd's solution](#)

455.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[mtsd's solution](#)

456.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[mtsd's solution](#)

457.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[mtsd's solution](#)

458.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[mtsd's solution](#)

459.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[mtsd's solution](#)

460.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[mtsd's solution](#)

461.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[mtsd's solution](#)

462.

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

[mtsd's solution](#)

463.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[mtsd's solution](#)

464.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

465.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[mtsd's solution](#)

466.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[mtsd's solution](#)

467.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mtsd's solution](#)

468.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[mtsd's solution](#)

469.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mtsd's solution](#)

470.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[mtsd's solution](#)

471.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[mtsd's solution](#)

472.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp
[mtsd's solution](#)

473.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[mtsd's solution](#)

474.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[mtsd's solution](#)

475.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[mtsd's solution](#)

476.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[mtsd's solution](#)

477.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[mtsd's solution](#)

478.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu
[mtsd's solution](#)

479.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math
[mtsd's solution](#)

480.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[mtsd's solution](#)

481.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[mtsd's solution](#)

482.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[mtsd's solution](#)

483.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[mtsd's solution](#)

484.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[mtsd's solution](#)

485.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[mtsd's solution](#)

486.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, sortings

[mtsd's solution](#)

487.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[mtsd's solution](#)

488.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[mtsd's solution](#)

489.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

490.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[mtsd's solution](#)

491.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[mtsd's solution](#)

492.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[mtsd's solution](#)

493.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[mtsd's solution](#)

494.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers
[mtsd's solution](#)

495.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[mtsd's solution](#)

496.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

497.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[mtsd's solution](#)

498.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[mtsd's solution](#)

499.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, math
[mtsd's solution](#)

500.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[mtsd's solution](#)

501.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,464 global accepts · Rating: 1600 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings
[mtsd's solution](#)

502.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[mtsd's solution](#)

503.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[mtsd's solution](#)

504.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[mtsd's solution](#)

505.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[mtsd's solution](#)

506.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[mtsd's solution](#)

507.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[mtsd's solution](#)

508.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[mtsd's solution](#)

509.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[mtsd's solution](#)

510.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings
[mtsd's solution](#)

511.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: sortings, two pointers

[mtsd's solution](#)

512.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[mtsd's solution](#)

513.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[mtsd's solution](#)

514.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

515.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[mtsd's solution](#)

516.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[mtsd's solution](#)

517.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[mtsd's solution](#)

518.

967C

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[mtsd's solution](#)

519.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[mtsd's solution](#)

520.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mtsd's solution](#)

521.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[mtsd's solution](#)

522.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

523.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

524.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: brute force, dp, strings, two pointers

[mtsd's solution](#)

525.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[mtsd's solution](#)

526.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math

[mtsd's solution](#)

527.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[mtsd's solution](#)

528.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[mtsd's solution](#)

529.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · PyPy 3-64 (first AC) · Tags: math

[mtsd's solution](#)

530.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

531.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,088 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[mtsd's solution](#)

532.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

533.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[mtsd's solution](#)

534.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[mtsd's solution](#)

535.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[mtsd's solution](#)

536.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,343 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[mtsd's solution](#)

537.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[mtsd's solution](#)

538.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[mtsd's solution](#)

539.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[mtsd's solution](#)

540.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[mtsd's solution](#)

541.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mtsd's solution](#)

542.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[mtsd's solution](#)

543.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[mtsd's solution](#)

544.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[mtsd's solution](#)

545.

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[mtsd's solution](#)

546.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[mtsd's solution](#)

547.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mtsd's solution](#)

548.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[mtsd's solution](#)

549.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[mtsd's solution](#)

550.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[mtsd's solution](#)

551.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[mtsd's solution](#)

552.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mtsd's solution](#)

553.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[mtsd's solution](#)

554.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[mtsd's solution](#)

555.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[mtsd's solution](#)

556.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mtsd's solution](#)

557.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mtsd's solution](#)

558.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[mtsd's solution](#)

559.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[mtsd's solution](#)

560.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mtsd's solution](#)

561.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[mtsd's solution](#)

562.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[mtsd's solution](#)

563.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[mtsd's solution](#)

564.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[mtsd's solution](#)

565.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[mtsd's solution](#)

566.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[mtsd's solution](#)

567.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[mtsd's solution](#)

568.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[mtsd's solution](#)

569.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[mtsd's solution](#)

570.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive
[mtsd's solution](#)

571.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[mtsd's solution](#)

572.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[mtsd's solution](#)

573.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory
[mtsd's solution](#)

574.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[mtsd's solution](#)

575.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[mtsd's solution](#)

576.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[mtsd's solution](#)

577.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[mtsd's solution](#)

578.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[mtsd's solution](#)

579.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math
[mtsd's solution](#)

580.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar
[mtsd's solution](#)

581.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[mtsd's solution](#)

582.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[mtsd's solution](#)

583.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[mtsd's solution](#)

584.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[mtsd's solution](#)

585.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[mtsd's solution](#)

586.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[mtsd's solution](#)

587.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[mtsd's solution](#)

588.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[mtsd's solution](#)

589.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[mtsd's solution](#)

590.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[mtsd's solution](#)

591.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[mtsd's solution](#)

592.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[mtsd's solution](#)

593.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games, math
[mtsd's solution](#)

594.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[mtsd's solution](#)

595.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[mtsd's solution](#)

596.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[mtsd's solution](#)

597.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[mtsd's solution](#)

598.

967D

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[mtsd's solution](#)

599.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[mtsd's solution](#)

600.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[mtsd's solution](#)

601.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,675 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[mtsd's solution](#)

602.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[mtsd's solution](#)

603.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[mtsd's solution](#)

604.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[mtsd's solution](#)

605.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[mtsd's solution](#)

606.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[mtsd's solution](#)

607.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[mtsd's solution](#)

608.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[mtsd's solution](#)

609.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[mtsd's solution](#)

610.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[mtsd's solution](#)

611.

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

[mtsd's solution](#)

612.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[mtsd's solution](#)

613.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mtsd's solution](#)

614.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[mtsd's solution](#)

615.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[mtsd's solution](#)

616.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[mtsd's solution](#)

617.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[mtsd's solution](#)

618.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[mtsd's solution](#)

619.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[mtsd's solution](#)

620.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[mtsd's solution](#)

621.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[mtsd's solution](#)

622.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[mtsd's solution](#)

623.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp
[mtsd's solution](#)

624.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[mtsd's solution](#)

625.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[mtsd's solution](#)

626.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

627.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings

[mtsd's solution](#)

628.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[mtsd's solution](#)

629.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[mtsd's solution](#)

630.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[mtsd's solution](#)

631.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[mtsd's solution](#)

632.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[mtsd's solution](#)

633.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[mtsd's solution](#)

634.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[mtsd's solution](#)

635.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[mtsd's solution](#)

636.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[mtsd's solution](#)

637.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[mtsd's solution](#)

638.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[mtsd's solution](#)

639.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[mtsd's solution](#)

640.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
[mtsd's solution](#)

641.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[mtsd's solution](#)

642.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: number theory
[mtsd's solution](#)

643.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[mtsd's solution](#)

644.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[mtsd's solution](#)

645.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[mtsd's solution](#)

646.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

647.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[mtsd's solution](#)

648.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[mtsd's solution](#)

649.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[mtsd's solution](#)

650.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[mtsd's solution](#)

651.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[mtsd's solution](#)

652.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[mtsd's solution](#)

653.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[mtsd's solution](#)

654.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[mtsd's solution](#)

655.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[mtsd's solution](#)

656.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[mtsd's solution](#)

657.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games

[mtsd's solution](#)

658.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[mtsd's solution](#)

659.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[mtsd's solution](#)

660.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, probabilities

[mtsd's solution](#)

661.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[mtsd's solution](#)

662.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[mtsd's solution](#)

663.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[mtsd's solution](#)

664.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[mtsd's solution](#)

665.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[mtsd's solution](#)

666.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[mtsd's solution](#)

667.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[mtsd's solution](#)

668.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[mtsd's solution](#)

669.

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[mtsd's solution](#)

670.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[mtsd's solution](#)

671.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[mtsd's solution](#)

672.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[mtsd's solution](#)

673.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[mtsd's solution](#)

674.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[mtsd's solution](#)

675.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[mtsd's solution](#)

676.

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

[mtsd's solution](#)

677.

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

[mtsd's solution](#)

678.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[mtsd's solution](#)

679.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[mtsd's solution](#)

680.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

681.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

682.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[mtsd's solution](#)

683.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[mtsd's solution](#)

684.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[mtsd's solution](#)

685.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[mtsd's solution](#)

686.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs,

greedy

[mtsd's solution](#)

687.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[mtsd's solution](#)

688.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[mtsd's solution](#)

689.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[mtsd's solution](#)

690.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[mtsd's solution](#)

691.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[mtsd's solution](#)

692.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[mtsd's solution](#)

693.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[mtsd's solution](#)

694.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[mtsd's solution](#)

695.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[mtsd's solution](#)

696.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures,

implementation, sortings

[mtsd's solution](#)

697.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[mtsd's solution](#)

698.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mtsd's solution](#)

699.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, strings

[mtsd's solution](#)

700.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[mtsd's solution](#)

701.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mtsd's solution](#)

702.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[mtsd's solution](#)

703.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[mtsd's solution](#)

704.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[mtsd's solution](#)

705.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[mtsd's solution](#)

706.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[mtsd's solution](#)

707.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[mtsd's solution](#)

708.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[mtsd's solution](#)

709.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[mtsd's solution](#)

710.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[mtsd's solution](#)

711.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[mtsd's solution](#)

712.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[mtsd's solution](#)

713.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[mtsd's solution](#)

714.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[mtsd's solution](#)

715.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[mtsd's solution](#)

716.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

717.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mtsd's solution](#)

718.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[mtsd's solution](#)

719.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, matrices

[mtsd's solution](#)

720.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[mtsd's solution](#)

721.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[mtsd's solution](#)

722.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[mtsd's solution](#)

723.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, shortest paths

[mtsd's solution](#)

724.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[mtsd's solution](#)

725.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[mtsd's solution](#)

726.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

sortings

[mtsd's solution](#)

727.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[mtsd's solution](#)

728.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[mtsd's solution](#)

729.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[mtsd's solution](#)

730.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[mtsd's solution](#)

731.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[mtsd's solution](#)

732.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[mtsd's solution](#)

733.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[mtsd's solution](#)

734.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[mtsd's solution](#)

735.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[mtsd's solution](#)

736.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[mtsd's solution](#)

737.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

738.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[mtsd's solution](#)

739.

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy
[mtsd's solution](#)

740.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[mtsd's solution](#)

741.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
[mtsd's solution](#)

742.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[mtsd's solution](#)

743.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[mtsd's solution](#)

744.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[mtsd's solution](#)

745.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[mtsd's solution](#)

746.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[mtsd's solution](#)

747.

2062E1

[The Game \(Easy Version\) · Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[mtsd's solution](#)

748.

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[mtsd's solution](#)

749.

2057D

[Gifts Order · Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[mtsd's solution](#)

750.

2048E

[Kevin and Bipartite Graph · Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[mtsd's solution](#)

751.

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

[mtsd's solution](#)

752.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[mtsd's solution](#)

753.

1970E2

[Trails \(Medium\) · Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[mtsd's solution](#)

754.

1951E

[No Palindromes · Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[mtsd's solution](#)

755.

1951D

[Buying Jewels · Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

756.

1943B

[Non-Palindromic Substring · Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[mtsd's solution](#)

757.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[mtsd's solution](#)

758.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[mtsd's solution](#)

759.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[mtsd's solution](#)

760.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[mtsd's solution](#)

761.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[mtsd's solution](#)

762.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[mtsd's solution](#)

763.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[mtsd's solution](#)

764.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[mtsd's solution](#)

765.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[mtsd's solution](#)

766.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[mtsd's solution](#)

767.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[mtsd's solution](#)

768.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[mtsd's solution](#)

769.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[mtsd's solution](#)

770.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[mtsd's solution](#)

771.

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[mtsd's solution](#)

772.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[mtsd's solution](#)

773.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[mtsd's solution](#)

774.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[mtsd's solution](#)

775.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[mtsd's solution](#)

776.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[mtsd's solution](#)

777.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings
[mtsd's solution](#)

778.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[mtsd's solution](#)

779.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[mtsd's solution](#)

780.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation
[mtsd's solution](#)

781.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, interactive
[mtsd's solution](#)

782.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[mtsd's solution](#)

783.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[mtsd's solution](#)

784.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[mtsd's solution](#)

785.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[mtsd's solution](#)

786.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[mtsd's solution](#)

787.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[mtsd's solution](#)

788.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[mtsd's solution](#)

789.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

790.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, strings

[mtsd's solution](#)

791.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[mtsd's solution](#)

792.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[mtsd's solution](#)

793.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[mtsd's solution](#)

794.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[mtsd's solution](#)

795.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[mtsd's solution](#)

796.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[mtsd's solution](#)

797.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[mtsd's solution](#)

798.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[mtsd's solution](#)

799.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[mtsd's solution](#)

800.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[mtsd's solution](#)

801.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[mtsd's solution](#)

802.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[mtsd's solution](#)

803.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[mtsd's solution](#)

804.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

805.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[mtsd's solution](#)

806.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[mtsd's solution](#)

807.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[mtsd's solution](#)

808.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[mtsd's solution](#)

809.

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[mtsd's solution](#)

810.

2124E

[Make it Zero · Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

811.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[mtsd's solution](#)

812.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mtsd's solution](#)

813.

1970D1

[Arithmancy \(Easy\) · Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[mtsd's solution](#)

814.

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

815.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[mtsd's solution](#)

816.

1938J

[There and Back Again · Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

817.

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[mtsd's solution](#)

818.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[mtsd's solution](#)

819.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[mtsd's solution](#)

820.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[mtsd's solution](#)

821.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[mtsd's solution](#)

822.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[mtsd's solution](#)

823.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[mtsd's solution](#)

824.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[mtsd's solution](#)

825.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[mtsd's solution](#)

826.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[mtsd's solution](#)

827.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[mtsd's solution](#)

828.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[mtsd's solution](#)

829.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[mtsd's solution](#)

830.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[mtsd's solution](#)

831.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

832.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[mtsd's solution](#)

833.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[mtsd's solution](#)

834.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[mtsd's solution](#)

835.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[mtsd's solution](#)

836.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[mtsd's solution](#)

837.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[mtsd's solution](#)

838.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[mtsd's solution](#)

839.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

840.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[mtsd's solution](#)

841.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[mtsd's solution](#)

842.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

843.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
[mtsd's solution](#)

844.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[mtsd's solution](#)

845.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp
[mtsd's solution](#)

846.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[mtsd's solution](#)

847.

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[mtsd's solution](#)

848.

790B

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[mtsd's solution](#)

849.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[mtsd's solution](#)

850.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[mtsd's solution](#)

851.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[mtsd's solution](#)

852.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[mtsd's solution](#)

853.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mtsd's solution](#)

854.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[mtsd's solution](#)

855.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[mtsd's solution](#)

856.

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[mtsd's solution](#)

857.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[mtsd's solution](#)

858.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[mtsd's solution](#)

859.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[mtsd's solution](#)

860.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry
[mtsd's solution](#)

861.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[mtsd's solution](#)

862.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[mtsd's solution](#)

863.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[mtsd's solution](#)

864.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
[mtsd's solution](#)

865.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[mtsd's solution](#)

866.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[mtsd's solution](#)

867.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[mtsd's solution](#)

868.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[mtsd's solution](#)

869.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[mtsd's solution](#)

870.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[mtsd's solution](#)

871.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[mtsd's solution](#)

872.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[mtsd's solution](#)

873.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[mtsd's solution](#)

874.

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

[mtsd's solution](#)

875.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[mtsd's solution](#)

876.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[mtsd's solution](#)

877.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

878.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[mtsd's solution](#)

879.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[mtsd's solution](#)

880.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[mtsd's solution](#)

881.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[mtsd's solution](#)

882.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities
[mtsd's solution](#)

883.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[mtsd's solution](#)

884.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[mtsd's solution](#)

885.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees
[mtsd's solution](#)

886.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[mtsd's solution](#)

887.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[mtsd's solution](#)

888.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[mtsd's solution](#)

889.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[mtsd's solution](#)

890.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[mtsd's solution](#)

891.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[mtsd's solution](#)

892.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[mtsd's solution](#)

893.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[mtsd's solution](#)

894.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[mtsd's solution](#)

895.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[mtsd's solution](#)

896.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[mtsd's solution](#)

897.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[mtsd's solution](#)

898.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[mtsd's solution](#)

899.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[mtsd's solution](#)

900.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[mtsd's solution](#)

901.

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[mtsd's solution](#)

902.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

903.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[mtsd's solution](#)

904.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[mtsd's solution](#)

905.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[mtsd's solution](#)

906.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[mtsd's solution](#)

907.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[mtsd's solution](#)

908.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[mtsd's solution](#)

909.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

910.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[mtsd's solution](#)

911.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[mtsd's solution](#)

912.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[mtsd's solution](#)

913.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, trees

[mtsd's solution](#)

914.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[mtsd's solution](#)

915.

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[mtsd's solution](#)

916.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[mtsd's solution](#)

917.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[mtsd's solution](#)

918.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[mtsd's solution](#)

919.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[mtsd's solution](#)

920.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities, trees

[mtsd's solution](#)

921.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[mtsd's solution](#)

922.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[mtsd's solution](#)

923.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[mtsd's solution](#)

924.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mtsd's solution](#)

925.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[mtsd's solution](#)

926.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[mtsd's solution](#)

927.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[mtsd's solution](#)

928.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[mtsd's solution](#)

929.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mtsd's solution](#)

930.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[mtsd's solution](#)

931.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[mtsd's solution](#)

932.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[mtsd's solution](#)

933.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · last AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees
[mtsd's solution](#)

934.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[mtsd's solution](#)

935.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers
[mtsd's solution](#)

936.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[mtsd's solution](#)

937.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[mtsd's solution](#)

938.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[mtsd's solution](#)

939.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[mtsd's solution](#)

940.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[mtsd's solution](#)

941.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[mtsd's solution](#)

942.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[mtsd's solution](#)

943.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[mtsd's solution](#)

944.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[mtsd's solution](#)

945.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[mtsd's solution](#)

946.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mtsd's solution](#)

947.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mtsd's solution](#)

948.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[mtsd's solution](#)

949.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[mtsd's solution](#)

950.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[mtsd's solution](#)

951.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[mtsd's solution](#)

952.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[mtsd's solution](#)

953.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[mtsd's solution](#)

954.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

955.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[mtsd's solution](#)

956.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mtsd's solution](#)

957.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[mtsd's solution](#)

958.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[mtsd's solution](#)

959.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[mtsd's solution](#)

960.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[mtsd's solution](#)

961.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[mtsd's solution](#)

962.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[mtsd's solution](#)

963.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[mtsd's solution](#)

964.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[mtsd's solution](#)

965.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[mtsd's solution](#)

966.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[mtsd's solution](#)

967.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[mtsd's solution](#)

968.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[mtsd's solution](#)

969.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[mtsd's solution](#)

970.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[mtsd's solution](#)

971.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[mtsd's solution](#)

972.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[mtsd's solution](#)

973.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[mtsd's solution](#)

974.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[mtsd's solution](#)

975.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[mtsd's solution](#)

976.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mtsd's solution](#)

977.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[mtsd's solution](#)

978.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[mtsd's solution](#)

979.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[mtsd's solution](#)

980.

871C

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[mtsd's solution](#)

981.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[mtsd's solution](#)

982.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[mtsd's solution](#)

983.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

984.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[mtsd's solution](#)

985.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[mtsd's solution](#)

986.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[mtsd's solution](#)

987.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[mtsd's solution](#)

988.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[mtsd's solution](#)

989.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[mtsd's solution](#)

990.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[mtsd's solution](#)

991.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[mtsd's solution](#)

992.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[mtsd's solution](#)

993.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[mtsd's solution](#)

994.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[mtsd's solution](#)

995.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[mtsd's solution](#)

996.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[mtsd's solution](#)

997.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[mtsd's solution](#)

998.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory
[mtsd's solution](#)

999.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[mtsd's solution](#)

1000.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[mtsd's solution](#)

1001.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[mtsd's solution](#)

1002.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[mtsd's solution](#)

1003.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[mtsd's solution](#)

1004.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[mtsd's solution](#)

1005.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[mtsd's solution](#)

1006.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees
[mtsd's solution](#)

1007.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
[mtsd's solution](#)

1008.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[mtsd's solution](#)

1009.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1010.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1011.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[mtsd's solution](#)

1012.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[mtsd's solution](#)

1013.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[mtsd's solution](#)

1014.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[mtsd's solution](#)

1015.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[mtsd's solution](#)

1016.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[mtsd's solution](#)

1017.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[mtsd's solution](#)

1018.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[mtsd's solution](#)

1019.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[mtsd's solution](#)

1020.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[mtsd's solution](#)

1021.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[mtsd's solution](#)

1022.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[mtsd's solution](#)

1023.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[mtsd's solution](#)

1024.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[mtsd's solution](#)

1025.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[mtsd's solution](#)

1026.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[mtsd's solution](#)

1027.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[mtsd's solution](#)

1028.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[mtsd's solution](#)

1029.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[mtsd's solution](#)

1030.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[mtsd's solution](#)

1031.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[mtsd's solution](#)

1032.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[mtsd's solution](#)

1033.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[mtsd's solution](#)

1034.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[mtsd's solution](#)

1035.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[mtsd's solution](#)

1036.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[mtsd's solution](#)

1037.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[mtsd's solution](#)

1038.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[mtsd's solution](#)

1039.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[mtsd's solution](#)

1040.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[mtsd's solution](#)

1041.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[mtsd's solution](#)

1042.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[mtsd's solution](#)

1043.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[mtsd's solution](#)

1044.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[mtsd's solution](#)

1045.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

1046.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[mtsd's solution](#)

1047.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[mtsd's solution](#)

1048.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[mtsd's solution](#)

1049.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[mtsd's solution](#)

1050.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, number theory

[mtsd's solution](#)

1051.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[mtsd's solution](#)

1052.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, probabilities

[mtsd's solution](#)**1053.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[mtsd's solution](#)**1054.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[mtsd's solution](#)**1055.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[mtsd's solution](#)**1056.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[mtsd's solution](#)**1057.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mtsd's solution](#)**1058.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[mtsd's solution](#)**1059.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)**1060.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[mtsd's solution](#)**1061.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[mtsd's solution](#)**1062.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[mtsd's solution](#)

1063.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[mtsd's solution](#)

1064.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[mtsd's solution](#)

1065.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[mtsd's solution](#)

1066.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[mtsd's solution](#)

1067.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[mtsd's solution](#)

1068.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[mtsd's solution](#)

1069.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[mtsd's solution](#)

1070.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[mtsd's solution](#)

1071.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[mtsd's solution](#)

1072.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[mtsd's solution](#)

1073.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[mtsd's solution](#)

1074.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[mtsd's solution](#)

1075.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[mtsd's solution](#)

1076.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[mtsd's solution](#)

1077.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[mtsd's solution](#)

1078.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[mtsd's solution](#)

1079.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[mtsd's solution](#)

1080.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[mtsd's solution](#)

1081.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

1082.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[mtsd's solution](#)

1083.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[mtsd's solution](#)

1084.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[mtsd's solution](#)

1085.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[mtsd's solution](#)

1086.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[mtsd's solution](#)

1087.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[mtsd's solution](#)

1088.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[mtsd's solution](#)

1089.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[mtsd's solution](#)

1090.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[mtsd's solution](#)

1091.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[mtsd's solution](#)

1092.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs,

greedy, math

[mtsd's solution](#)

1093.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[mtsd's solution](#)

1094.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[mtsd's solution](#)

1095.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[mtsd's solution](#)

1096.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[mtsd's solution](#)

1097.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[mtsd's solution](#)

1098.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[mtsd's solution](#)

1099.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[mtsd's solution](#)

1100.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[mtsd's solution](#)

1101.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[mtsd's solution](#)

1102.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[mtsd's solution](#)

1103.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[mtsd's solution](#)

1104.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[mtsd's solution](#)

1105.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[mtsd's solution](#)

1106.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[mtsd's solution](#)

1107.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[mtsd's solution](#)

1108.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[mtsd's solution](#)

1109.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[mtsd's solution](#)

1110.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[mtsd's solution](#)

1111.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[mtsd's solution](#)

1112.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[mtsd's solution](#)

1113.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[mtsd's solution](#)

1114.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-04-30 · last AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[mtsd's solution](#)

1115.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[mtsd's solution](#)

1116.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[mtsd's solution](#)

1117.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math
[mtsd's solution](#)

1118.

2128E2

[Submedians \(Hard Version\)](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[mtsd's solution](#)

1119.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[mtsd's solution](#)

1120.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[mtsd's solution](#)

1121.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
[mtsd's solution](#)

1122.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[mtsd's solution](#)

1123.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[mtsd's solution](#)

1124.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[mtsd's solution](#)

1125.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mtsd's solution](#)

1126.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

1127.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[mtsd's solution](#)

1128.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[mtsd's solution](#)

1129.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[mtsd's solution](#)

1130.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[mtsd's solution](#)

1131.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[mtsd's solution](#)

1132.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[mtsd's solution](#)

1133.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[mtsd's solution](#)

1134.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[mtsd's solution](#)

1135.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[mtsd's solution](#)

1136.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[mtsd's solution](#)

1137.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[mtsd's solution](#)

1138.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[mtsd's solution](#)

1139.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, shortest paths

[mtsd's solution](#)

1140.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[mtsd's solution](#)

1141.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[mtsd's solution](#)

1142.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[mtsd's solution](#)

1143.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[mtsd's solution](#)

1144.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[mtsd's solution](#)

1145.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[mtsd's solution](#)

1146.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[mtsd's solution](#)

1147.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[mtsd's solution](#)

1148.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[mtsd's solution](#)

1149.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[mtsd's solution](#)

1150.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[mtsd's solution](#)

1151.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[mtsd's solution](#)

1152.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[mtsd's solution](#)

1153.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[mtsd's solution](#)

1154.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[mtsd's solution](#)

1155.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, interactive, math

[mtsd's solution](#)

1156.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[mtsd's solution](#)

1157.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[mtsd's solution](#)

1158.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[mtsd's solution](#)

1159.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[mtsd's solution](#)

1160.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[mtsd's solution](#)

1161.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[mtsd's solution](#)

1162.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[mtsd's solution](#)

1163.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[mtsd's solution](#)

1164.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[mtsd's solution](#)

1165.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[mtsd's solution](#)

1166.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[mtsd's solution](#)

1167.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[mtsd's solution](#)

1168.

1461F

[Mathematical Expression](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[mtsd's solution](#)

1169.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[mtsd's solution](#)

1170.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · Mono C# (first AC) · Tags: math

[mtsd's solution](#)

1171.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[mtsd's solution](#)

1172.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[mtsd's solution](#)

1173.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[mtsd's solution](#)

1174.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[mtsd's solution](#)

1175.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

1176.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1177.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[mtsd's solution](#)

1178.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[mtsd's solution](#)

1179.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[mtsd's solution](#)

1180.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[mtsd's solution](#)

1181.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[mtsd's solution](#)

1182.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[mtsd's solution](#)

1183.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[mtsd's solution](#)

1184.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[mtsd's solution](#)

1185.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp
[mtsd's solution](#)

1186.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[mtsd's solution](#)

1187.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[mtsd's solution](#)

1188.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[mtsd's solution](#)

1189.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures
[mtsd's solution](#)

1190.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy
[mtsd's solution](#)

1191.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[mtsd's solution](#)

1192.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings
[mtsd's solution](#)

1193.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[mtsd's solution](#)

1194.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[mtsd's solution](#)

1195.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[mtsd's solution](#)

1196.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: flows

[mtsd's solution](#)

1197.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[mtsd's solution](#)

1198.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[mtsd's solution](#)

1199.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-12-17 · last AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[mtsd's solution](#)

1200.

1218H

[Function Composition](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 2900 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[mtsd's solution](#)

1201.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[mtsd's solution](#)

1202.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[mtsd's solution](#)

1203.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[mtsd's solution](#)

1204.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory
[mtsd's solution](#)

1205.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[mtsd's solution](#)

1206.

790D

[Bear and Rectangle Strips](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp
[mtsd's solution](#)

1207.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[mtsd's solution](#)

1208.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees
[mtsd's solution](#)

1209.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1210.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[mtsd's solution](#)

1211.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[mtsd's solution](#)

1212.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[mtsd's solution](#)

1213.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[mtsd's solution](#)

1214.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1215.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1216.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1217.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1218.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1219.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1220.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1221.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1222.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1223.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1224.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1225.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1226.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1227.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1228.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1229.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1230.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1231.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1232.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1233.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1234.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1235.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1236.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1237.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1238.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1239.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1240.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1241.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1242.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1243.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1244.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1245.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1246.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1247.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1248.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1249.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1250.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1251.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1252.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1253.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1254.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1255.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1256.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1257.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1258.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1259.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1260.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1261.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1262.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1263.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1264.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1265.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1266.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1267.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1268.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1269.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1270.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1271.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1272.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1273.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1274.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1275.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1276.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1277.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1278.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1279.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1280.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1281.

103470A

[Ops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1282.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1283.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1284.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1285.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1286.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1287.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1288.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1289.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1290.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1291.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1292.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1293.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1294.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1295.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1296.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1297.

102956B

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

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1298.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1299.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1300.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1301.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[mtsd's solution](#)

1302.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1303.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1304.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1305.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[mtsd's solution](#)

1306.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1307.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1308.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1309.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1310.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1311.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1312.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1313.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1314.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1315.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1316.

100633K

[Dividing an orange](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1317.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1318.

100633E

[Pea-City](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1319.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1320.

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1321.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1322.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1323.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1324.

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1325.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1326.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1327.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1328.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1329.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1330.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1331.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1332.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1333.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1334.

102920F

[Ink Mix](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1335.

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1336.

102920I

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1337.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1338.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1339.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1340.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1341.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1342.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1343.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1344.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1345.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1346.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1347.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1348.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1349.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1350.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[mtsd's solution](#)

1351.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[mtsd's solution](#)

1352.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1353.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1354.

102896F

[Find a Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1355.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1356.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1357.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1358.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1359.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1360.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1361.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1362.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1363.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1364.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1365.

102798J

[Steins:Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1366.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1367.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1368.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1369.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1370.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1371.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1372.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1373.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1374.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1375.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1376.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1377.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1378.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1379.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1380.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1381.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1382.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1383.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1384.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1385.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1386.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1387.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1388.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1389.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1390.

102861D

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

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1391.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1392.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1393.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1394.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1395.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1396.

102861N

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

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1397.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1398.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1399.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1400.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1401.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1402.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1403.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1404.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1405.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1406.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1407.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1408.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1409.

101806R

[Recipe](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1410.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1411.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1412.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1413.

101806X

[Xtreme NP-hard Problem?! · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1414.

101806W

[Winter Olympic Games · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1415.

101806V

[Voronoi Diagram · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1416.

101806S

[Segmentation · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1417.

101806Q

[QueryreuQ · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1418.

101806Z

[Zigzag · Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1419.

101591D

[Subway · Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1420.

101591E

[Tea Party · Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1421.

101591L

[Elevator · Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1422.

101591I

[Berland All-Round Competitions · Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1423.

101591A

[Tests · Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1424.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · Python 3 (first AC) · Tags: —

[mtsd's solution](#)

1425.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1426.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1427.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1428.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · Python 3 (first AC) · Tags: —

[mtsd's solution](#)

1429.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1430.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1431.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1432.

100451I

[Presents](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1433.

100451K

[TopoC++](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1434.

100451C

[Drawing with CSS](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1435.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1436.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1437.

100451F

[Berland-Strike](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1438.

101385I

[Lies, Damned Lies, and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1439.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1440.

101385D

[Interleave Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1441.

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1442.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1443.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1444.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1445.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1446.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1447.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1448.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1449.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1450.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1451.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1452.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1453.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1454.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1455.

102253J

[Journey with Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1456.

102253L

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

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1457.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1458.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1459.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1460.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1461.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1462.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1463.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1464.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1465.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1466.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1467.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1468.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1469.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1470.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1471.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1472.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1473.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1474.

101741H

[Compressed Spanning Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1475.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1476.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1477.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1478.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1479.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1480.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1481.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1482.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1483.

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1484.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1485.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1486.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1487.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1488.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1489.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1490.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1491.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1492.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1493.

102412A

[The One Polynomial Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · last AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1494.

102412H

[Mex on DAG](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1495.

102412G

[AtCoder Quality Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1496.

102412E

[Minimums on the Edges](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1497.

102412F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1498.

102412I

[Find the Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1499.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1500.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1501.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1502.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1503.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1504.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1505.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1506.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1507.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1508.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1509.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1510.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1511.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1512.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1513.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1514.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1515.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1516.

102439G

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

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1517.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1518.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1519.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1520.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1521.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1522.

102341E

[Eevee](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1523.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1524.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1525.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1526.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1527.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1528.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1529.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1530.

102576J

[Space Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1531.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1532.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1533.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1534.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1535.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1536.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1537.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1538.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1539.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1540.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1541.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1542.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1543.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1544.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1545.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1546.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1547.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-15 · last AC: 2020-06-15 · Q# (first AC) · Tags: *special

[mtsd's solution](#)

1548.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1549.

101611B

[Byteland Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1550.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1551.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1552.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1553.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1554.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1555.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1556.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1557.

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1558.

101617E

[Long Long Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1559.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1560.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1561.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1562.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1563.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1564.

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1565.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1566.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1567.

102222I

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1568.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1569.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1570.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1571.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1572.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1573.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1574.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1575.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1576.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1577.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · Mono C# (first AC) · Tags: —

[mtsd's solution](#)

1578.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · Mono C# (first AC) · Tags: —

[mtsd's solution](#)

1579.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · Mono C# (first AC) · Tags: —

[mtsd's solution](#)

1580.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1581.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1582.

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · last AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1583.

100959D

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1584.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1585.

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1586.

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1587.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1588.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1589.

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1590.

100959L

[String Modification](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1591.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1592.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1593.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1594.

102354J

[Tree Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1595.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1596.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: —

[mtsd's solution](#)

1597.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: —

[mtsd's solution](#)

1598.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1599.

102391G

[Lexicographically Minimum Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1600.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1601.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1602.

102040I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1603.

102040A

[Average of Combination](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1604.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1605.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1606.

102040B

[Counting Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1607.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1608.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1609.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1610.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1611.

102586I

[Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1612.

102586C

[Sum Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1613.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1614.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1615.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1616.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1617.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1618.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1619.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1620.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1621.

102307E

[Extreme Image](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1622.

102307A

[Amazon](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1623.

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1624.

102307D

[Do Not Try This Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1625.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1626.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1627.

102307J

[Jail Destruction](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1628.

102307C

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

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1629.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1630.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1631.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1632.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1633.

102091E

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1634.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1635.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1636.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1637.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1638.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1639.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1640.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1641.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1642.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1643.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1644.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1645.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1646.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1647.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1648.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1649.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1650.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1651.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · last AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1652.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1653.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1654.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1655.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1656.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1657.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1658.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1659.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1660.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1661.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1662.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1663.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1664.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[mtsd's solution](#)

1665.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1666.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1667.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1668.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[mtsd's solution](#)

1669.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1670.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1671.

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1672.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1673.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1674.

102346G

[Getting Confidence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1675.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1676.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1677.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1678.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1679.

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1680.

101972B

[Updating the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1681.

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1682.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1683.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1684.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1685.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1686.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1687.

101972H

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

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1688.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1689.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1690.

101972A

[Multiplication Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1691.

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1692.

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1693.

101669L

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

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1694.

101669F

[Binary Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1695.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1696.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1697.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1698.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1699.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1700.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1701.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1702.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1703.

102411D

[Double Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1704.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1705.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1706.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1707.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1708.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1709.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1710.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1711.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1712.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1713.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1714.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1715.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1716.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1717.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1718.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1719.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1720.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1721.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1722.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1723.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1724.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1725.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1726.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1727.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1728.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1729.

102433C

[Coloring Contention](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1730.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1731.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1732.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1733.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · last AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1734.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1735.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1736.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1737.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1738.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1739.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1740.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1741.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[mtsd's solution](#)

1742.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1743.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1744.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1745.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1746.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1747.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1748.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1749.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1750.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1751.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[mtsd's solution](#)

1752.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1753.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1754.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1755.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1756.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1757.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1758.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1759.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1760.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1761.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[mtsd's solution](#)

1762.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1763.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[mtsd's solution](#)

1764.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1765.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1766.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1767.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1768.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1769.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)

1770.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[mtsd's solution](#)