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Unique solved — myst-6

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

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

Filters: none

Count: 1,017

- 1.**
2104A
[Three Decks](#) · [Tutorial](#)
Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)
- 2.**
2106A
[Dr. TC](#) · [Tutorial](#)
Quality: 36,363 global accepts · Rating: 800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[myst-6's solution](#)
- 3.**
2103A
[Common Multiple](#) · [Tutorial](#)
Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[myst-6's solution](#)
- 4.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)
- 5.**
2094B
[Bobritto Bandito](#) · [Tutorial](#)
Quality: 33,156 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[myst-6's solution](#)
- 6.**
2094A
[Trippi Troppi](#) · [Tutorial](#)
Quality: 56,309 global accepts · Rating: 800 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: strings
[myst-6's solution](#)
- 7.**
2093A
[Ideal Generator](#) · [Tutorial](#)
Quality: 40,846 global accepts · Rating: 800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)
- 8.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)
- 9.**
2053A
[Tender Carpenter](#) · [Tutorial](#)
Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
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10.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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11.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,829 global accepts · Rating: 800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[myst-6's solution](#)

12.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

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13.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · Kotlin 1.9 (first AC) · Tags: math

[myst-6's solution](#)

14.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · Ruby 3 (first AC) · Tags: greedy, implementation

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15.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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16.

2010A

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Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[myst-6's solution](#)

17.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,719 global accepts · Rating: 800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[myst-6's solution](#)

18.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

19.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

20.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

[myst-6's solution](#)

21.

1998A

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Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[myst-6's solution](#)

22.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,174 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

23.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[myst-6's solution](#)

24.

1669C

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

Quality: 41,485 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[myst-6's solution](#)

25.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,555 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[myst-6's solution](#)

26.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

27.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[myst-6's solution](#)

28.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

29.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,916 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

30.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[myst-6's solution](#)

31.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,411 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[myst-6's solution](#)

32.

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

33.

1736A

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

Quality: 24,154 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[myst-6's solution](#)

34.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[myst-6's solution](#)

35.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[myst-6's solution](#)

36.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,961 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[myst-6's solution](#)

37.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[myst-6's solution](#)

38.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

39.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[myst-6's solution](#)

40.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

41.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

42.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[myst-6's solution](#)

43.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings
[myst-6's solution](#)

44.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[myst-6's solution](#)

45.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[myst-6's solution](#)

46.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,794 global accepts · Rating: 800 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[myst-6's solution](#)

47.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,783 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[myst-6's solution](#)

48.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,385 global accepts · Rating: 800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[myst-6's solution](#)

49.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

50.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[myst-6's solution](#)

51.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[myst-6's solution](#)

52.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[myst-6's solution](#)

53.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[myst-6's solution](#)

54.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[myst-6's solution](#)

55.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[myst-6's solution](#)

56.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,513 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[myst-6's solution](#)

57.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

58.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[myst-6's solution](#)

59.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,196 global accepts · Rating: 800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

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60.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

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[myst-6's solution](#)

61.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,820 global accepts · Rating: 800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

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62.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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63.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

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64.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy
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65.

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
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66.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[myst-6's solution](#)

67.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

68.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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69.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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70.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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71.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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72.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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73.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
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74.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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75.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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76.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[myst-6's solution](#)

77.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[myst-6's solution](#)

78.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

79.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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80.

1909A

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Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

81.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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82.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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83.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,708 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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84.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

85.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,157 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[myst-6's solution](#)

86.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,379 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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87.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[myst-6's solution](#)

88.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,824 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[myst-6's solution](#)

89.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[myst-6's solution](#)

90.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[myst-6's solution](#)

91.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,078 global accepts · Rating: 800 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[myst-6's solution](#)

92.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[myst-6's solution](#)

93.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[myst-6's solution](#)

94.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[myst-6's solution](#)

95.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,043 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

96.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,712 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[myst-6's solution](#)

97.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[myst-6's solution](#)

98.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

99.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[myst-6's solution](#)

100.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[myst-6's solution](#)

101.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,387 global accepts · Rating: 800 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)

102.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,377 global accepts · Rating: 800 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[myst-6's solution](#)

103.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

104.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

105.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[myst-6's solution](#)

106.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,036 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[myst-6's solution](#)

107.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[myst-6's solution](#)

108.

1744B

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

Quality: 24,900 global accepts · Rating: 800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

109.

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

110.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,449 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[myst-6's solution](#)

111.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)

112.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

113.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

114.

1754A

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

Quality: 24,870 global accepts · Rating: 800 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[myst-6's solution](#)

115.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

116.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,036 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

117.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

118.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

119.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

120.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

121.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

122.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

123.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,044 global accepts · Rating: 800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[myst-6's solution](#)

124.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

125.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

126.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[myst-6's solution](#)

127.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[myst-6's solution](#)

128.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

129.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[myst-6's solution](#)

130.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[myst-6's solution](#)

131.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

132.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[myst-6's solution](#)

133.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[myst-6's solution](#)

134.

1791A

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

Quality: 80,644 global accepts · Rating: 800 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

135.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[myst-6's solution](#)

136.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

137.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

138.

1845A

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

Quality: 47,387 global accepts · Rating: 800 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[myst-6's solution](#)

139.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[myst-6's solution](#)

140.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,678 global accepts · Rating: 800 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

141.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees
[myst-6's solution](#)

142.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers
[myst-6's solution](#)

143.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,314 global accepts · Rating: 800 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[myst-6's solution](#)

144.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[myst-6's solution](#)

145.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers
[myst-6's solution](#)

146.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[myst-6's solution](#)

147.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings, two pointers
[myst-6's solution](#)

148.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

149.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[myst-6's solution](#)

150.

1796A

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

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[myst-6's solution](#)

151.

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[myst-6's solution](#)

152.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

153.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

154.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

155.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[myst-6's solution](#)

156.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

157.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

158.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: strings
[myst-6's solution](#)

159.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

160.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 800 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: strings
[myst-6's solution](#)

161.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[myst-6's solution](#)

162.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

163.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

164.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[myst-6's solution](#)

165.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[myst-6's solution](#)

166.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[myst-6's solution](#)

167.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)

168.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[myst-6's solution](#)

169.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[myst-6's solution](#)

170.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,959 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[myst-6's solution](#)

171.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,976 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[myst-6's solution](#)

172.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

173.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[myst-6's solution](#)

174.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

175.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory
[myst-6's solution](#)

176.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[myst-6's solution](#)

177.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[myst-6's solution](#)

178.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,480 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

179.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[myst-6's solution](#)

180.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,265 global accepts · Rating: 800 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[myst-6's solution](#)

181.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[myst-6's solution](#)

182.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[myst-6's solution](#)

183.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

184.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[myst-6's solution](#)

185.

231A

[Team](#) · [Tutorial](#)

Quality: 430,384 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[myst-6's solution](#)

186.

71A

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

Quality: 503,401 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[myst-6's solution](#)

187.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,062 global accepts · Rating: 800 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[myst-6's solution](#)

188.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

189.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[myst-6's solution](#)

190.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[myst-6's solution](#)

191.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,253 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

192.

2005A

[Simple Palindrome](#) · [Tutorial](#)

Quality: 26,250 global accepts · Rating: 900 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[myst-6's solution](#)

193.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[myst-6's solution](#)

194.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

195.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[myst-6's solution](#)

196.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

197.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[myst-6's solution](#)

198.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[myst-6's solution](#)

199.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

200.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,412 global accepts · Rating: 900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

201.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

202.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-07 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

203.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[myst-6's solution](#)

204.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

205.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

206.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 900 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[myst-6's solution](#)

207.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers
[myst-6's solution](#)

208.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[myst-6's solution](#)

209.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

210.

1872B

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

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

211.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[myst-6's solution](#)

212.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[myst-6's solution](#)

213.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

214.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[myst-6's solution](#)

215.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,841 global accepts · Rating: 900 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[myst-6's solution](#)

216.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[myst-6's solution](#)

217.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[myst-6's solution](#)

218.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[myst-6's solution](#)

219.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

220.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,893 global accepts · Rating: 900 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

221.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[myst-6's solution](#)

222.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

223.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[myst-6's solution](#)

224.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

225.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[myst-6's solution](#)

226.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,786 global accepts · Rating: 900 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[myst-6's solution](#)

227.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[myst-6's solution](#)

228.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[myst-6's solution](#)

229.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · last AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[myst-6's solution](#)

230.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,852 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[myst-6's solution](#)

231.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[myst-6's solution](#)

232.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,752 global accepts · Rating: 1000 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[myst-6's solution](#)

233.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[myst-6's solution](#)

234.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[myst-6's solution](#)

235.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

236.

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[myst-6's solution](#)

237.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[myst-6's solution](#)

238.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[myst-6's solution](#)

239.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[myst-6's solution](#)

240.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,117 global accepts · Rating: 1000 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[myst-6's solution](#)

241.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[myst-6's solution](#)

242.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

243.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,283 global accepts · Rating: 1000 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[myst-6's solution](#)

244.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[myst-6's solution](#)

245.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[myst-6's solution](#)

246.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

247.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

248.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,309 global accepts · Rating: 1000 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[myst-6's solution](#)

249.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[myst-6's solution](#)

250.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[myst-6's solution](#)

251.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[myst-6's solution](#)

252.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[myst-6's solution](#)

253.

1859B

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

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[myst-6's solution](#)

254.

1786C

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

Rating: 1000 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

255.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,391 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[myst-6's solution](#)

256.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[myst-6's solution](#)

257.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[myst-6's solution](#)

258.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers
[myst-6's solution](#)

259.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

260.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[myst-6's solution](#)

261.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers
[myst-6's solution](#)

262.

1796B

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

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[myst-6's solution](#)

263.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

264.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

265.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[myst-6's solution](#)

266.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

267.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[myst-6's solution](#)

268.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[myst-6's solution](#)

269.

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

270.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

271.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[myst-6's solution](#)

272.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,950 global accepts · Rating: 1000 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[myst-6's solution](#)

273.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[myst-6's solution](#)

274.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[myst-6's solution](#)

275.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[myst-6's solution](#)

276.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,870 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[myst-6's solution](#)

277.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[myst-6's solution](#)

278.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

279.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-21 · Mono C# (first AC) · Tags: binary search, greedy, math

[myst-6's solution](#)

280.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

281.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,626 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[myst-6's solution](#)

282.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[myst-6's solution](#)

283.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[myst-6's solution](#)

284.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[myst-6's solution](#)

285.

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[myst-6's solution](#)

286.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[myst-6's solution](#)

287.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[myst-6's solution](#)

288.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[myst-6's solution](#)

289.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

290.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

291.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[myst-6's solution](#)

292.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[myst-6's solution](#)

293.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[myst-6's solution](#)

294.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

295.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-04-14 · last AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[myst-6's solution](#)

296.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

297.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers
[myst-6's solution](#)

298.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[myst-6's solution](#)

299.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[myst-6's solution](#)

300.

1905B

[Beginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees
[myst-6's solution](#)

301.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[myst-6's solution](#)

302.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[myst-6's solution](#)

303.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

304.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[myst-6's solution](#)

305.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[myst-6's solution](#)

306.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[myst-6's solution](#)

307.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[myst-6's solution](#)

308.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[myst-6's solution](#)

309.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[myst-6's solution](#)

310.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[myst-6's solution](#)

311.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[myst-6's solution](#)

312.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[myst-6's solution](#)

313.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[myst-6's solution](#)

314.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[myst-6's solution](#)

315.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths
[myst-6's solution](#)

316.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[myst-6's solution](#)

317.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[myst-6's solution](#)

318.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[myst-6's solution](#)

319.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

320.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,012 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[myst-6's solution](#)

321.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

322.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[myst-6's solution](#)

323.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[myst-6's solution](#)

324.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[myst-6's solution](#)

325.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[myst-6's solution](#)

326.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

327.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[myst-6's solution](#)

328.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings

[myst-6's solution](#)

329.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[myst-6's solution](#)

330.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[myst-6's solution](#)

331.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[myst-6's solution](#)

332.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers

[myst-6's solution](#)

333.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

334.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

335.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[myst-6's solution](#)

336.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[myst-6's solution](#)

337.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[myst-6's solution](#)

338.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[myst-6's solution](#)

339.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[myst-6's solution](#)

340.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[myst-6's solution](#)

341.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[myst-6's solution](#)

342.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation
[myst-6's solution](#)

343.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings
[myst-6's solution](#)

344.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,030 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, strings
[myst-6's solution](#)

345.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[myst-6's solution](#)

346.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[myst-6's solution](#)

347.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[myst-6's solution](#)

348.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[myst-6's solution](#)

349.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[myst-6's solution](#)

350.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[myst-6's solution](#)

351.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[myst-6's solution](#)

352.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[myst-6's solution](#)

353.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[myst-6's solution](#)

354.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[myst-6's solution](#)

355.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[myst-6's solution](#)

356.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1200 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[myst-6's solution](#)

357.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[myst-6's solution](#)

358.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[myst-6's solution](#)

359.

1954C

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

Quality: 22,750 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[myst-6's solution](#)

360.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

361.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[myst-6's solution](#)

362.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[myst-6's solution](#)

363.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[myst-6's solution](#)

364.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[myst-6's solution](#)

365.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[myst-6's solution](#)

366.

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[myst-6's solution](#)

367.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[myst-6's solution](#)

368.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[myst-6's solution](#)

369.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[myst-6's solution](#)

370.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[myst-6's solution](#)

371.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[myst-6's solution](#)

372.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[myst-6's solution](#)

373.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[myst-6's solution](#)

374.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

375.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

376.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[myst-6's solution](#)

377.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[myst-6's solution](#)

378.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[myst-6's solution](#)

379.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings
[myst-6's solution](#)

380.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings
[myst-6's solution](#)

381.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[myst-6's solution](#)

382.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[myst-6's solution](#)

383.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[myst-6's solution](#)

384.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[myst-6's solution](#)

385.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,023 global accepts · Rating: 1200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

386.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,211 global accepts · Rating: 1200 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings
[myst-6's solution](#)

387.

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[myst-6's solution](#)

388.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[myst-6's solution](#)

389.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[myst-6's solution](#)

390.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[myst-6's solution](#)

391.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[myst-6's solution](#)

392.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

393.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[myst-6's solution](#)

394.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[myst-6's solution](#)

395.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[myst-6's solution](#)

396.

1978C

[Manhattan Permutations](#) · [Tutorial](#)

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[myst-6's solution](#)

397.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[myst-6's solution](#)

398.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[myst-6's solution](#)

399.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[myst-6's solution](#)

400.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[myst-6's solution](#)

401.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[myst-6's solution](#)

402.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[myst-6's solution](#)

403.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[myst-6's solution](#)

404.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[myst-6's solution](#)

405.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[myst-6's solution](#)

406.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[myst-6's solution](#)

407.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[myst-6's solution](#)

408.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[myst-6's solution](#)

409.

1889A

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

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

[myst-6's solution](#)

410.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[myst-6's solution](#)

411.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[myst-6's solution](#)

412.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[myst-6's solution](#)

413.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[myst-6's solution](#)

414.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[myst-6's solution](#)

415.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[myst-6's solution](#)

416.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[myst-6's solution](#)

417.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[myst-6's solution](#)

418.

1754C1

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

Rating: 1300 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

419.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[myst-6's solution](#)

420.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[myst-6's solution](#)

421.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

422.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

423.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[myst-6's solution](#)

424.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[myst-6's solution](#)

425.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[myst-6's solution](#)

426.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

427.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-21 · last AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[myst-6's solution](#)

428.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[myst-6's solution](#)

429.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[myst-6's solution](#)

430.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[myst-6's solution](#)

431.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[myst-6's solution](#)

432.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[myst-6's solution](#)

433.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

434.

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[myst-6's solution](#)

435.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive

[myst-6's solution](#)

436.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2023-03-21 · last AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[myst-6's solution](#)

437.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,198 global accepts · Rating: 1300 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[myst-6's solution](#)

438.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[myst-6's solution](#)

439.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[myst-6's solution](#)

440.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation

[myst-6's solution](#)

441.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[myst-6's solution](#)

442.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[myst-6's solution](#)

443.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[myst-6's solution](#)

444.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[myst-6's solution](#)

445.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[myst-6's solution](#)

446.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[myst-6's solution](#)

447.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[myst-6's solution](#)

448.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[myst-6's solution](#)

449.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,451 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[myst-6's solution](#)

450.

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[myst-6's solution](#)

451.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[myst-6's solution](#)

452.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[myst-6's solution](#)

453.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[myst-6's solution](#)

454.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[myst-6's solution](#)

455.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[myst-6's solution](#)

456.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[myst-6's solution](#)

457.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[myst-6's solution](#)

458.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[myst-6's solution](#)

459.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[myst-6's solution](#)

460.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms
[myst-6's solution](#)

461.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[myst-6's solution](#)

462.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[myst-6's solution](#)

463.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

464.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

465.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[myst-6's solution](#)

466.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[myst-6's solution](#)

467.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[myst-6's solution](#)

468.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[myst-6's solution](#)

469.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[myst-6's solution](#)

470.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[myst-6's solution](#)

471.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[myst-6's solution](#)

472.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[myst-6's solution](#)

473.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[myst-6's solution](#)

474.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings
[myst-6's solution](#)

475.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[myst-6's solution](#)

476.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[myst-6's solution](#)

477.

1831C

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

Rating: 1400 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[myst-6's solution](#)

478.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

479.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[myst-6's solution](#)

480.

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[myst-6's solution](#)

481.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[myst-6's solution](#)

482.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 1500 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths
[myst-6's solution](#)

483.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[myst-6's solution](#)

484.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[myst-6's solution](#)

485.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[myst-6's solution](#)

486.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[myst-6's solution](#)

487.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[myst-6's solution](#)

488.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[myst-6's solution](#)

489.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[myst-6's solution](#)

490.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[myst-6's solution](#)

491.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[myst-6's solution](#)

492.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[myst-6's solution](#)

493.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[myst-6's solution](#)

494.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings
[myst-6's solution](#)

495.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings
[myst-6's solution](#)

496.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
[myst-6's solution](#)

497.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[myst-6's solution](#)

498.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[myst-6's solution](#)

499.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[myst-6's solution](#)

500.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

501.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[myst-6's solution](#)

502.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[myst-6's solution](#)

503.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

504.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[myst-6's solution](#)

505.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[myst-6's solution](#)

506.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,654 global accepts · Rating: 1500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[myst-6's solution](#)

507.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[myst-6's solution](#)

508.

1754C2

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

Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[myst-6's solution](#)

509.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[myst-6's solution](#)

510.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[myst-6's solution](#)

511.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[myst-6's solution](#)

512.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[myst-6's solution](#)

513.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[myst-6's solution](#)

514.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[myst-6's solution](#)

515.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[myst-6's solution](#)

516.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[myst-6's solution](#)

517.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[myst-6's solution](#)

518.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

519.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[myst-6's solution](#)

520.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory
[myst-6's solution](#)

521.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[myst-6's solution](#)

522.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[myst-6's solution](#)

523.

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[myst-6's solution](#)

524.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[myst-6's solution](#)

525.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[myst-6's solution](#)

526.

1782C

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

Rating: 1600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[myst-6's solution](#)

527.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[myst-6's solution](#)

528.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[myst-6's solution](#)

529.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[myst-6's solution](#)

530.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[myst-6's solution](#)

531.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[myst-6's solution](#)

532.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[myst-6's solution](#)

533.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1600 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[myst-6's solution](#)

534.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[myst-6's solution](#)

535.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[myst-6's solution](#)

536.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

537.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[myst-6's solution](#)

538.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

539.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[myst-6's solution](#)

540.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

541.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[myst-6's solution](#)

542.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[myst-6's solution](#)

543.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[myst-6's solution](#)

544.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, math
[myst-6's solution](#)

545.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[myst-6's solution](#)

546.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[myst-6's solution](#)

547.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, number theory
[myst-6's solution](#)

548.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[myst-6's solution](#)

549.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[myst-6's solution](#)

550.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[myst-6's solution](#)

551.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[myst-6's solution](#)

552.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,788 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[myst-6's solution](#)

553.

1754D

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

Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[myst-6's solution](#)

554.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[myst-6's solution](#)

555.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[myst-6's solution](#)

556.

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[myst-6's solution](#)

557.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[myst-6's solution](#)

558.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[myst-6's solution](#)

559.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,597 global accepts · Rating: 1600 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[myst-6's solution](#)

560.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[myst-6's solution](#)

561.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[myst-6's solution](#)

562.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[myst-6's solution](#)

563.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[myst-6's solution](#)

564.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[myst-6's solution](#)

565.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[myst-6's solution](#)

566.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[myst-6's solution](#)

567.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[myst-6's solution](#)

568.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[myst-6's solution](#)

569.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[myst-6's solution](#)

570.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-14 · last AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[myst-6's solution](#)

571.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[myst-6's solution](#)

572.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[myst-6's solution](#)

573.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[myst-6's solution](#)

574.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[myst-6's solution](#)

575.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[myst-6's solution](#)

576.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 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

[myst-6's solution](#)

577.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[myst-6's solution](#)

578.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[myst-6's solution](#)

579.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[myst-6's solution](#)

580.

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[myst-6's solution](#)

581.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[myst-6's solution](#)

582.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[myst-6's solution](#)

583.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[myst-6's solution](#)

584.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[myst-6's solution](#)

585.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings
[myst-6's solution](#)

586.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
[myst-6's solution](#)

587.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[myst-6's solution](#)

588.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[myst-6's solution](#)

589.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
[myst-6's solution](#)

590.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[myst-6's solution](#)

591.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings
[myst-6's solution](#)

592.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[myst-6's solution](#)

593.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math,

number theory

[myst-6's solution](#)

594.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[myst-6's solution](#)

595.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[myst-6's solution](#)

596.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[myst-6's solution](#)

597.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[myst-6's solution](#)

598.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[myst-6's solution](#)

599.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[myst-6's solution](#)

600.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[myst-6's solution](#)

601.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,701 global accepts · Rating: 1700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[myst-6's solution](#)

602.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[myst-6's solution](#)

603.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[myst-6's solution](#)

604.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[myst-6's solution](#)

605.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

606.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[myst-6's solution](#)

607.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[myst-6's solution](#)

608.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[myst-6's solution](#)

609.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[myst-6's solution](#)

610.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[myst-6's solution](#)

611.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[myst-6's solution](#)

612.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[myst-6's solution](#)

613.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[myst-6's solution](#)

614.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[myst-6's solution](#)

615.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[myst-6's solution](#)

616.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[myst-6's solution](#)

617.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1700 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[myst-6's solution](#)

618.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[myst-6's solution](#)

619.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[myst-6's solution](#)

620.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,952 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[myst-6's solution](#)

621.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[myst-6's solution](#)

622.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[myst-6's solution](#)

623.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[myst-6's solution](#)

624.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[myst-6's solution](#)

625.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[myst-6's solution](#)

626.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
[myst-6's solution](#)

627.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[myst-6's solution](#)

628.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[myst-6's solution](#)

629.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[myst-6's solution](#)

630.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[myst-6's solution](#)

631.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[myst-6's solution](#)

632.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 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
[myst-6's solution](#)

633.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[myst-6's solution](#)

634.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[myst-6's solution](#)

635.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[myst-6's solution](#)

636.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[myst-6's solution](#)

637.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[myst-6's solution](#)

638.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[myst-6's solution](#)

639.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[myst-6's solution](#)

640.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[myst-6's solution](#)

641.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[myst-6's solution](#)

642.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[myst-6's solution](#)

643.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[myst-6's solution](#)

644.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[myst-6's solution](#)

645.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[myst-6's solution](#)

646.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[myst-6's solution](#)

647.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[myst-6's solution](#)

648.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[myst-6's solution](#)

649.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

650.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[myst-6's solution](#)

651.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[myst-6's solution](#)

652.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[myst-6's solution](#)

653.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[myst-6's solution](#)

654.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[myst-6's solution](#)

655.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[myst-6's solution](#)

656.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[myst-6's solution](#)

657.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[myst-6's solution](#)

658.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[myst-6's solution](#)

659.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[myst-6's solution](#)

660.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[myst-6's solution](#)

661.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[myst-6's solution](#)

662.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[myst-6's solution](#)

663.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[myst-6's solution](#)

664.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[myst-6's solution](#)

665.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[myst-6's solution](#)

666.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[myst-6's solution](#)

667.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[myst-6's solution](#)

668.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[myst-6's solution](#)

669.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[myst-6's solution](#)

670.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[myst-6's solution](#)

671.

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[myst-6's solution](#)

672.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[myst-6's solution](#)

673.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[myst-6's solution](#)

674.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees
[myst-6's solution](#)

675.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees
[myst-6's solution](#)

676.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[myst-6's solution](#)

677.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,013 global accepts · Rating: 1800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[myst-6's solution](#)

678.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[myst-6's solution](#)

679.

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math
[myst-6's solution](#)

680.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[myst-6's solution](#)

681.

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers
[myst-6's solution](#)

682.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[myst-6's solution](#)

683.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[myst-6's solution](#)

684.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[myst-6's solution](#)

685.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[myst-6's solution](#)

686.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[myst-6's solution](#)

687.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,387 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[myst-6's solution](#)

688.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[myst-6's solution](#)

689.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[myst-6's solution](#)

690.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[myst-6's solution](#)

691.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[myst-6's solution](#)

692.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[myst-6's solution](#)

693.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[myst-6's solution](#)

694.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, math
[myst-6's solution](#)

695.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[myst-6's solution](#)

696.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[myst-6's solution](#)

697.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,413 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[myst-6's solution](#)

698.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[myst-6's solution](#)

699.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[myst-6's solution](#)

700.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[myst-6's solution](#)

701.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
[myst-6's solution](#)

702.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[myst-6's solution](#)

703.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[myst-6's solution](#)

704.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[myst-6's solution](#)

705.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[myst-6's solution](#)

706.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[myst-6's solution](#)

707.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[myst-6's solution](#)

708.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[myst-6's solution](#)

709.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

[myst-6's solution](#)

710.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[myst-6's solution](#)

711.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[myst-6's solution](#)

712.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[myst-6's solution](#)

713.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[myst-6's solution](#)

714.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[myst-6's solution](#)

715.

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[myst-6's solution](#)

716.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[myst-6's solution](#)

717.

1899G

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

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[myst-6's solution](#)

718.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
[myst-6's solution](#)

719.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[myst-6's solution](#)

720.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[myst-6's solution](#)

721.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[myst-6's solution](#)

722.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[myst-6's solution](#)

723.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[myst-6's solution](#)

724.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[myst-6's solution](#)

725.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[myst-6's solution](#)

726.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[myst-6's solution](#)

727.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[myst-6's solution](#)

728.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[myst-6's solution](#)

729.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[myst-6's solution](#)

730.

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory
[myst-6's solution](#)

731.

1791G2

[Teleporters \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[myst-6's solution](#)

732.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,667 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths
[myst-6's solution](#)

733.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[myst-6's solution](#)

734.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[myst-6's solution](#)

735.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[myst-6's solution](#)

736.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[myst-6's solution](#)

737.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[myst-6's solution](#)

738.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[myst-6's solution](#)

739.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[myst-6's solution](#)

740.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[myst-6's solution](#)

741.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[myst-6's solution](#)

742.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[myst-6's solution](#)

743.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[myst-6's solution](#)

744.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[myst-6's solution](#)

745.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[myst-6's solution](#)

746.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[myst-6's solution](#)

747.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[myst-6's solution](#)

748.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[myst-6's solution](#)

749.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · last AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[myst-6's solution](#)

750.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[myst-6's solution](#)

751.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[myst-6's solution](#)

752.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[myst-6's solution](#)

753.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[myst-6's solution](#)

754.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

755.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[myst-6's solution](#)

756.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[myst-6's solution](#)

757.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[myst-6's solution](#)

758.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[myst-6's solution](#)

759.

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[myst-6's solution](#)

760.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[myst-6's solution](#)

761.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[myst-6's solution](#)

762.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[myst-6's solution](#)

763.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[myst-6's solution](#)

764.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math
[myst-6's solution](#)

765.

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
[myst-6's solution](#)

766.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[myst-6's solution](#)

767.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[myst-6's solution](#)

768.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[myst-6's solution](#)

769.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[myst-6's solution](#)

770.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math
[myst-6's solution](#)

771.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[myst-6's solution](#)

772.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp,

greedy, sortings
[myst-6's solution](#)

773.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[myst-6's solution](#)

774.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[myst-6's solution](#)

775.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[myst-6's solution](#)

776.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[myst-6's solution](#)

777.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[myst-6's solution](#)

778.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[myst-6's solution](#)

779.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[myst-6's solution](#)

780.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[myst-6's solution](#)

781.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[myst-6's solution](#)

782.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[myst-6's solution](#)

783.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[myst-6's solution](#)

784.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[myst-6's solution](#)

785.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[myst-6's solution](#)

786.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[myst-6's solution](#)

787.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[myst-6's solution](#)

788.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[myst-6's solution](#)

789.

2005E1

[Subtriangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation

[myst-6's solution](#)

790.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[myst-6's solution](#)

791.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[myst-6's solution](#)

792.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[myst-6's solution](#)

793.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[myst-6's solution](#)

794.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[myst-6's solution](#)

795.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[myst-6's solution](#)

796.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[myst-6's solution](#)

797.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

798.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[myst-6's solution](#)

799.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[myst-6's solution](#)

800.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[myst-6's solution](#)

801.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[myst-6's solution](#)

802.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

803.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[myst-6's solution](#)

804.

1896E

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

Quality: 2,745 global accepts · Rating: 2100 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[myst-6's solution](#)

805.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[myst-6's solution](#)

806.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[myst-6's solution](#)

807.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[myst-6's solution](#)

808.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[myst-6's solution](#)

809.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[myst-6's solution](#)

810.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[myst-6's solution](#)

811.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp, greedy, trees

[myst-6's solution](#)

812.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[myst-6's solution](#)

813.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[myst-6's solution](#)

814.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[myst-6's solution](#)

815.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[myst-6's solution](#)

816.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[myst-6's solution](#)

817.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[myst-6's solution](#)

818.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[myst-6's solution](#)

819.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[myst-6's solution](#)

820.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[myst-6's solution](#)

821.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[myst-6's solution](#)

822.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[myst-6's solution](#)

823.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[myst-6's solution](#)

824.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

825.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[myst-6's solution](#)

826.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[myst-6's solution](#)

827.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[myst-6's solution](#)

828.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[myst-6's solution](#)

829.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[myst-6's solution](#)

830.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[myst-6's solution](#)

831.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[myst-6's solution](#)

832.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[myst-6's solution](#)

833.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[myst-6's solution](#)

834.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp
[myst-6's solution](#)

835.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[myst-6's solution](#)

836.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[myst-6's solution](#)

837.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[myst-6's solution](#)

838.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing
[myst-6's solution](#)

839.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[myst-6's solution](#)

840.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[myst-6's solution](#)

841.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[myst-6's solution](#)

842.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[myst-6's solution](#)

843.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[myst-6's solution](#)

844.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[myst-6's solution](#)

845.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[myst-6's solution](#)

846.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[myst-6's solution](#)

847.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[myst-6's solution](#)

848.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[myst-6's solution](#)

849.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[myst-6's solution](#)

850.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[myst-6's solution](#)

851.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[myst-6's solution](#)

852.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[myst-6's solution](#)

853.

1786E

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

Quality: 2200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[myst-6's solution](#)

854.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[myst-6's solution](#)

855.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[myst-6's solution](#)

856.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[myst-6's solution](#)

857.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[myst-6's solution](#)

858.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[myst-6's solution](#)

859.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[myst-6's solution](#)

860.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[myst-6's solution](#)

861.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[myst-6's solution](#)

862.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[myst-6's solution](#)

863.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[myst-6's solution](#)

864.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[myst-6's solution](#)

865.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[myst-6's solution](#)

866.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[myst-6's solution](#)

867.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[myst-6's solution](#)

868.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2024-09-05 · last AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[myst-6's solution](#)

869.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[myst-6's solution](#)

870.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[myst-6's solution](#)

871.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-07-14 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[myst-6's solution](#)

872.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings
[myst-6's solution](#)

873.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
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874.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
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875.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, number theory, two pointers
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876.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[myst-6's solution](#)

877.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, two pointers
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878.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[myst-6's solution](#)

879.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[myst-6's solution](#)

880.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2024-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy
[myst-6's solution](#)

881.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[myst-6's solution](#)

882.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[myst-6's solution](#)

883.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

884.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[myst-6's solution](#)

885.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[myst-6's solution](#)

886.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[myst-6's solution](#)

887.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[myst-6's solution](#)

888.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[myst-6's solution](#)

889.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[myst-6's solution](#)

890.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[myst-6's solution](#)

891.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[myst-6's solution](#)

892.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[myst-6's solution](#)

893.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[myst-6's solution](#)

894.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[myst-6's solution](#)

895.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers
[myst-6's solution](#)

896.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[myst-6's solution](#)

897.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[myst-6's solution](#)

898.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[myst-6's solution](#)

899.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[myst-6's solution](#)

900.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[myst-6's solution](#)

901.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[myst-6's solution](#)

902.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math
[myst-6's solution](#)

903.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[myst-6's solution](#)

904.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[myst-6's solution](#)

905.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[myst-6's solution](#)

906.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[myst-6's solution](#)

907.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[myst-6's solution](#)

908.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[myst-6's solution](#)

909.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[myst-6's solution](#)

910.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[myst-6's solution](#)

911.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[myst-6's solution](#)

912.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[myst-6's solution](#)

913.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[myst-6's solution](#)

914.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[myst-6's solution](#)

915.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[myst-6's solution](#)

916.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[myst-6's solution](#)

917.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[myst-6's solution](#)

918.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[myst-6's solution](#)

919.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[myst-6's solution](#)

920.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[myst-6's solution](#)

921.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[myst-6's solution](#)

922.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[myst-6's solution](#)

923.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[myst-6's solution](#)

924.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[myst-6's solution](#)

925.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[myst-6's solution](#)

926.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[myst-6's solution](#)

927.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[myst-6's solution](#)

928.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[myst-6's solution](#)

929.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[myst-6's solution](#)

930.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[myst-6's solution](#)

931.

1831E

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, hashing, math, number theory, sortings, two pointers

[myst-6's solution](#)

932.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[myst-6's solution](#)

933.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[myst-6's solution](#)

934.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[myst-6's solution](#)

935.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, trees

[myst-6's solution](#)

936.

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[myst-6's solution](#)

937.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[myst-6's solution](#)

938.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[myst-6's solution](#)

939.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[myst-6's solution](#)

940.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[myst-6's solution](#)

941.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[myst-6's solution](#)

942.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[myst-6's solution](#)

943.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[myst-6's solution](#)

944.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[myst-6's solution](#)

945.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[myst-6's solution](#)

946.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[myst-6's solution](#)

947.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[myst-6's solution](#)

948.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[myst-6's solution](#)

949.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[myst-6's solution](#)

950.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[myst-6's solution](#)

951.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[myst-6's solution](#)

952.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[myst-6's solution](#)

953.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[myst-6's solution](#)

954.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[myst-6's solution](#)

955.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[myst-6's solution](#)

956.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

957.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[myst-6's solution](#)

958.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[myst-6's solution](#)

959.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[myst-6's solution](#)

960.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[myst-6's solution](#)

961.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[myst-6's solution](#)

962.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[myst-6's solution](#)

963.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
[myst-6's solution](#)

964.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[myst-6's solution](#)

965.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[myst-6's solution](#)

966.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[myst-6's solution](#)

967.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[myst-6's solution](#)

968.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees
[myst-6's solution](#)

969.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-02-16 · last AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[myst-6's solution](#)

970.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[myst-6's solution](#)

971.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[myst-6's solution](#)

972.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation
[myst-6's solution](#)

973.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[myst-6's solution](#)

974.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[myst-6's solution](#)

975.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry, sortings

[myst-6's solution](#)

976.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[myst-6's solution](#)

977.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

978.

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

979.

102787C

[Sneetches and Speeches 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

980.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

981.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

982.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

983.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

984.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force
[myst-6's solution](#)

985.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry
[myst-6's solution](#)

986.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[myst-6's solution](#)

987.

105224A

[Trampolines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[myst-6's solution](#)

988.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

989.

105170K

[String Divide II](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · last AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

990.

104720K

[Donut Rings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

991.

101856J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

992.

103575D

[Add and Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

993.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

994.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

995.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

996.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

997.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

998.

100800A

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

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

999.

104520K

[Med and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1000.

104380H

[01 \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1001.

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1002.

104598D

[Intergalactic Terrorism](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1003.

103886H

[Bombs and Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1004.

104522G

[Jack-o'-Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1005.

104522E

[Panda-monium](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[myst-6's solution](#)

1006.

104522D

[Mismatched Material](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1007.

104522F

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[myst-6's solution](#)

1008.

104522C

[Cereal Trees III](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1009.

104522B

[Cascading Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1010.

104522A

[World's Hardest Math Problem](#) · [Tutorial](#)

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[myst-6's solution](#)

1011.

103886G

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[myst-6's solution](#)

1012.

103886F

[Cereal Schemes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[myst-6's solution](#)

1013.

103886E

[Jeopardized Projects](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[myst-6's solution](#)

1014.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[myst-6's solution](#)

1015.

103886D

[Dance Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[myst-6's solution](#)

1016.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[myst-6's solution](#)

1017.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[myst-6's solution](#)