

Unique solved — negative1

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1.

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2.

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3.

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4.

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5.

1884A

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6.

1877A

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8.

1877B

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9.

1884B

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10.

1146B

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11.

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12.

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13.

1978C

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14.

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15.

1877D

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16.

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17.

441C

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18.

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20.

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21.

573B

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22.

1045I

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23.

446A

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24.

431C

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25.

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26.

1884C

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27.

1628B

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28.

1325D

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29.

1131F

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30.

1009C

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31.

578A

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32.

4D

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33.

464A

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34.

1912K

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35.

802A2

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44D

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37.

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38.

220B

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39.

459D

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40.

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1428D
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51.

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52.

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53.

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982D

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57.

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58.

14E

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59.

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60.

488B

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67.

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68.

731F

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69.

1153D

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70.

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71.

1978E

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72.

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73.

1156C

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74.

59E

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75.

522D

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76.

900D

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77.

1223D

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78.

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79.

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80.

27E

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81.

1009E

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82.

380C

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83.

383C

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84.

1010D

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85.

571B

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86.

213C

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87.

817E

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88.

1198C

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89.

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90.

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91.

242E

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92.

545E

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93.

911E

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94.

494B

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95.

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96.

487B

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97.

464B

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98.

1214E

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99.

792C

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100.

374A

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101.

1912B

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102.

1906J

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103.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
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104.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
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105.

1876C

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106.

439E

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107.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
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108.

1387A

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Quality: 906 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
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109.

1387B1

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110.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
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111.

1223E

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112.

620E

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113.

540E

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Quality: 2,494 global accepts · Rating: 2100 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees
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114.

519E

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115.

1614D1

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116.

1203F1

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[negative1's solution](#)

117.

276E

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Quality: 1,859 global accepts · Rating: 2100 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees
[negative1's solution](#)

118.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
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119.

343D

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Quality: 6,851 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
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120.

571A

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Quality: 2,681 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math
[negative1's solution](#)

121.

576C

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122.

576B

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Quality: 1,918 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees
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123.

575F

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[negative1's solution](#)

124.

980D

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Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
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125.

976E

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Quality: 2,554 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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126.

208E

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Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
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127.

1446C

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128.

1364D

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129.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-06-19 · last AC: 2021-07-01 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer
[negative1's solution](#)

130.

1000E

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Quality: 6,512 global accepts · Rating: 2100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[negative1's solution](#)

131.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[negative1's solution](#)

132.

496E

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Quality: 1,759 global accepts · Rating: 2100 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: greedy, sortings
[negative1's solution](#)

133.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: combinatorics, dp
[negative1's solution](#)

134.

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[negative1's solution](#)

135.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-12-26 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
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136.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: combinatorics, dp
[negative1's solution](#)

137.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
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138.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, matrices
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139.

746G

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Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[negative1's solution](#)

140.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math
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141.

1912E

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142.

1906H

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Quality: 1,090 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
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143.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[negative1's solution](#)

144.

785E

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

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[negative1's solution](#)

145.

645E

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Quality: 1,408 global accepts · Rating: 2200 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
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146.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees
[negative1's solution](#)

147.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
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148.

1283F

[DIY Garland](#) · [Tutorial](#)

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149.

922E

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Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
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150.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[negative1's solution](#)

151.

958E2

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Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
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152.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees
[negative1's solution](#)

153.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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154.

1100E

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155.

915D

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156.

56E

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157.

958B2

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Quality: 747 global accepts · Rating: 2200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

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158.

1114E

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159.

1110E

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160.

165E

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161.

431E

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Quality: 1,187 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

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162.

980E

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163.

575G

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Quality: 995 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

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164.

979D

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Quality: 2,177 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

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165.

1175E

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Quality: 4,540 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

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166.

575B

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[negative1's solution](#)

167.

965E

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Quality: 1,882 global accepts · Rating: 2200 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[negative1's solution](#)

168.

570D

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Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

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169.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

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[negative1's solution](#)

170.

402E

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Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: graphs, math

[negative1's solution](#)

171.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[negative1's solution](#)

172.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-05-25 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[negative1's solution](#)

173.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[negative1's solution](#)

174.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[negative1's solution](#)

175.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-08-28 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[negative1's solution](#)

176.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dp, graph matchings, greedy

[negative1's solution](#)

177.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[negative1's solution](#)

178.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[negative1's solution](#)

179.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[negative1's solution](#)

180.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-04 · last AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[negative1's solution](#)

181.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[negative1's solution](#)

182.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[negative1's solution](#)

183.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[negative1's solution](#)

184.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[negative1's solution](#)

185.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[negative1's solution](#)

186.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[negative1's solution](#)

187.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[negative1's solution](#)

188.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[negative1's solution](#)

189.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[negative1's solution](#)

190.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[negative1's solution](#)

191.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[negative1's solution](#)

192.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[negative1's solution](#)

193.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[negative1's solution](#)

194.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[negative1's solution](#)

195.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[negative1's solution](#)

196.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[negative1's solution](#)

197.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[negative1's solution](#)

198.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[negative1's solution](#)

199.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[negative1's solution](#)

200.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[negative1's solution](#)

201.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[negative1's solution](#)

202.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[negative1's solution](#)

203.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[negative1's solution](#)

204.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and

conquer

[negative1's solution](#)

205.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[negative1's solution](#)

206.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[negative1's solution](#)

207.

573C

[Bear and Drawing](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 2300 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[negative1's solution](#)

208.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[negative1's solution](#)

209.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

210.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[negative1's solution](#)

211.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[negative1's solution](#)

212.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[negative1's solution](#)

213.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: data structures, math

[negative1's solution](#)

214.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[negative1's solution](#)

215.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: binary search, dp
[negative1's solution](#)

216.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[negative1's solution](#)

217.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[negative1's solution](#)

218.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[negative1's solution](#)

219.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[negative1's solution](#)

220.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[negative1's solution](#)

221.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[negative1's solution](#)

222.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-08-28 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities
[negative1's solution](#)

223.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths
[negative1's solution](#)

224.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[negative1's solution](#)

225.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[negative1's solution](#)

226.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[negative1's solution](#)

227.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[negative1's solution](#)

228.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[negative1's solution](#)

229.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[negative1's solution](#)

230.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[negative1's solution](#)

231.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[negative1's solution](#)

232.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[negative1's solution](#)

233.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[negative1's solution](#)

234.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[negative1's solution](#)

235.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[negative1's solution](#)

236.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[negative1's solution](#)

237.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-10-19 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negative1's solution](#)

238.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[negative1's solution](#)

239.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[negative1's solution](#)

240.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[negative1's solution](#)

241.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[negative1's solution](#)

242.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[negative1's solution](#)

243.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[negative1's solution](#)

244.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[negative1's solution](#)

245.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[negative1's solution](#)

246.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negative1's solution](#)

247.

177G1

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[negative1's solution](#)

248.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[negative1's solution](#)

249.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[negative1's solution](#)

250.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[negative1's solution](#)

251.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[negative1's solution](#)

252.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[negative1's solution](#)

253.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing

[negative1's solution](#)

254.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[negative1's solution](#)

255.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2022-01-01 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[negative1's solution](#)

256.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[negative1's solution](#)

257.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

258.

1591E

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

Rating: 2400 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[negative1's solution](#)

259.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[negative1's solution](#)

260.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[negative1's solution](#)

261.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[negative1's solution](#)

262.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[negative1's solution](#)

263.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[negative1's solution](#)

264.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[negative1's solution](#)

265.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[negative1's solution](#)

266.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[negative1's solution](#)

267.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[negative1's solution](#)

268.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

269.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[negative1's solution](#)

270.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[negative1's solution](#)

271.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[negative1's solution](#)

272.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities
[negative1's solution](#)

273.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[negative1's solution](#)

274.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[negative1's solution](#)

275.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2021-08-07 · last AC: 2021-08-13 · GNU C++11 (first AC) · Tags: data structures, trees
[negative1's solution](#)

276.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 2400 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: dp

[negative1's solution](#)

277.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2021-06-19 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: number theory

[negative1's solution](#)

278.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[negative1's solution](#)

279.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: data structures, sortings

[negative1's solution](#)

280.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[negative1's solution](#)

281.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures

[negative1's solution](#)

282.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[negative1's solution](#)

283.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[negative1's solution](#)

284.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[negative1's solution](#)

285.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math

[negative1's solution](#)

286.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2020-09-06 · last AC: 2020-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[negative1's solution](#)

287.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[negative1's solution](#)

288.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-05-23 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[negative1's solution](#)

289.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[negative1's solution](#)

290.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[negative1's solution](#)

291.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[negative1's solution](#)

292.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[negative1's solution](#)

293.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[negative1's solution](#)

294.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[negative1's solution](#)

295.

1906L

[Palindromic Parentheses](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[negative1's solution](#)

296.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[negative1's solution](#)

297.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[negative1's solution](#)

298.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[negative1's solution](#)

299.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[negative1's solution](#)

300.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[negative1's solution](#)

301.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[negative1's solution](#)

302.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[negative1's solution](#)

303.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[negative1's solution](#)

304.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negative1's solution](#)

305.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[negative1's solution](#)

306.

1877F

[Lexichromatography](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu

[negative1's solution](#)

307.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[negative1's solution](#)

308.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-09-12 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[negative1's solution](#)

309.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[negative1's solution](#)

310.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[negative1's solution](#)

311.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[negative1's solution](#)

312.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[negative1's solution](#)

313.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[negative1's solution](#)

314.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[negative1's solution](#)

315.

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[negative1's solution](#)

316.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[negative1's solution](#)

317.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[negative1's solution](#)

318.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[negative1's solution](#)

319.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negative1's solution](#)

320.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[negative1's solution](#)

321.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[negative1's solution](#)

322.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[negative1's solution](#)

323.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[negative1's solution](#)

324.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[negative1's solution](#)

325.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[negative1's solution](#)

326.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[negative1's solution](#)

327.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[negative1's solution](#)

328.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[negative1's solution](#)

329.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees
[negative1's solution](#)

330.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[negative1's solution](#)

331.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[negative1's solution](#)

332.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[negative1's solution](#)

333.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings
[negative1's solution](#)

334.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

335.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[negative1's solution](#)

336.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[negative1's solution](#)

337.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[negative1's solution](#)

338.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[negative1's solution](#)

339.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2500 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

340.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2022-01-01 · last AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[negative1's solution](#)

341.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers
[negative1's solution](#)

342.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers
[negative1's solution](#)

343.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees
[negative1's solution](#)

344.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu
[negative1's solution](#)

345.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[negative1's solution](#)

346.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[negative1's solution](#)

347.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[negative1's solution](#)

348.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2021-12-17 · last AC: 2021-12-17 · PyPy 3 (first AC) · Tags: dp
[negative1's solution](#)

349.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[negative1's solution](#)

350.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

351.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[negative1's solution](#)

352.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[negative1's solution](#)

353.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer
[negative1's solution](#)

354.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers
[negative1's solution](#)

355.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[negative1's solution](#)

356.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[negative1's solution](#)

357.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[negative1's solution](#)

358.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[negative1's solution](#)

359.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[negative1's solution](#)

360.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[negative1's solution](#)

361.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2020-09-13 · last AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[negative1's solution](#)

362.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dp

[negative1's solution](#)

363.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2020-08-26 · last AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[negative1's solution](#)

364.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[negative1's solution](#)

365.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2024-05-30 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[negative1's solution](#)

366.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[negative1's solution](#)

367.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[negative1's solution](#)

368.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[negative1's solution](#)

369.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[negative1's solution](#)

370.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[negative1's solution](#)

371.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings
[negative1's solution](#)

372.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[negative1's solution](#)

373.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[negative1's solution](#)

374.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[negative1's solution](#)

375.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees
[negative1's solution](#)

376.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[negative1's solution](#)

377.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[negative1's solution](#)

378.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-09-12 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[negative1's solution](#)

379.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[negative1's solution](#)

380.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[negative1's solution](#)

381.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-08-16 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees
[negative1's solution](#)

382.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[negative1's solution](#)

383.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation
[negative1's solution](#)

384.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices
[negative1's solution](#)

385.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[negative1's solution](#)

386.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[negative1's solution](#)

387.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[negative1's solution](#)

388.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[negative1's solution](#)

389.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[negative1's solution](#)

390.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[negative1's solution](#)

391.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[negative1's solution](#)

392.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative1's solution](#)

393.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[negative1's solution](#)

394.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[negative1's solution](#)

395.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer
[negative1's solution](#)

396.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[negative1's solution](#)

397.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2022-07-03 · last AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[negative1's solution](#)

398.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[negative1's solution](#)

399.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[negative1's solution](#)

400.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[negative1's solution](#)

401.

177G2

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2600 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: matrices, strings
[negative1's solution](#)

402.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[negative1's solution](#)

403.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices
[negative1's solution](#)

404.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy
[negative1's solution](#)

405.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[negative1's solution](#)

406.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation
[negative1's solution](#)

407.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[negative1's solution](#)

408.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[negative1's solution](#)

409.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[negative1's solution](#)

410.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[negative1's solution](#)

411.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[negative1's solution](#)

412.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[negative1's solution](#)

413.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[negative1's solution](#)

414.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[negative1's solution](#)

415.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[negative1's solution](#)

416.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[negative1's solution](#)

417.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[negative1's solution](#)

418.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[negative1's solution](#)

419.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

420.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[negative1's solution](#)

421.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[negative1's solution](#)

422.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[negative1's solution](#)

423.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[negative1's solution](#)

424.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[negative1's solution](#)

425.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2021-06-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[negative1's solution](#)

426.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[negative1's solution](#)

427.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp, graphs

[negative1's solution](#)

428.

8D

[Two Friends](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2600 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: binary search, geometry

[negative1's solution](#)

429.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dp, expression parsing, implementation

[negative1's solution](#)

430.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: greedy
[negative1's solution](#)

431.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: dp, number theory
[negative1's solution](#)

432.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[negative1's solution](#)

433.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: dp
[negative1's solution](#)

434.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[negative1's solution](#)

435.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[negative1's solution](#)

436.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-05-24 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu
[negative1's solution](#)

437.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[negative1's solution](#)

438.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math
[negative1's solution](#)

439.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory
[negative1's solution](#)

440.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[negative1's solution](#)

441.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[negative1's solution](#)

442.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[negative1's solution](#)

443.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[negative1's solution](#)

444.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[negative1's solution](#)

445.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[negative1's solution](#)

446.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[negative1's solution](#)

447.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation

[negative1's solution](#)

448.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[negative1's solution](#)

449.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, data structures, dp, games, two pointers

[negative1's solution](#)

450.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[negative1's solution](#)

451.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[negative1's solution](#)

452.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs

[negative1's solution](#)

453.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[negative1's solution](#)

454.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2700 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[negative1's solution](#)

455.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[negative1's solution](#)

456.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[negative1's solution](#)

457.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[negative1's solution](#)

458.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[negative1's solution](#)

459.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[negative1's solution](#)

460.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[negative1's solution](#)

461.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[negative1's solution](#)

462.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[negative1's solution](#)

463.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[negative1's solution](#)

464.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[negative1's solution](#)

465.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-10-09 · last AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[negative1's solution](#)

466.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[negative1's solution](#)

467.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[negative1's solution](#)

468.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[negative1's solution](#)

469.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[negative1's solution](#)

470.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[negative1's solution](#)

471.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths
[negative1's solution](#)

472.

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[negative1's solution](#)

473.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[negative1's solution](#)

474.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[negative1's solution](#)

475.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees
[negative1's solution](#)

476.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[negative1's solution](#)

477.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[negative1's solution](#)

478.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[negative1's solution](#)

479.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2700 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[negative1's solution](#)

480.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings
[negative1's solution](#)

481.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[negative1's solution](#)

482.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat
[negative1's solution](#)

483.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[negative1's solution](#)

484.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[negative1's solution](#)

485.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing
[negative1's solution](#)

486.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2700 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees
[negative1's solution](#)

487.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-12-31 · last AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

488.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[negative1's solution](#)

489.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, trees
[negative1's solution](#)

490.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[negative1's solution](#)

491.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[negative1's solution](#)

492.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[negative1's solution](#)

493.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[negative1's solution](#)

494.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[negative1's solution](#)

495.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[negative1's solution](#)

496.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[negative1's solution](#)

497.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[negative1's solution](#)

498.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[negative1's solution](#)

499.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: data structures, dsu

[negative1's solution](#)

500.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: dp

[negative1's solution](#)

501.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2024-05-28 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[negative1's solution](#)

502.

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[negative1's solution](#)

503.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-05-21 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees
[negative1's solution](#)

504.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[negative1's solution](#)

505.

1906D

[Spaceship Exploration](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 2800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[negative1's solution](#)

506.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math
[negative1's solution](#)

507.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2023-12-06 · last AC: 2024-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
[negative1's solution](#)

508.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math
[negative1's solution](#)

509.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[negative1's solution](#)

510.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math
[negative1's solution](#)

511.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-22 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[negative1's solution](#)

512.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[negative1's solution](#)

513.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees
[negative1's solution](#)

514.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees
[negative1's solution](#)

515.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-09-12 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[negative1's solution](#)

516.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[negative1's solution](#)

517.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2023-08-25 · last AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[negative1's solution](#)

518.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

519.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[negative1's solution](#)

520.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs
[negative1's solution](#)

521.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[negative1's solution](#)

522.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-01-02 · last AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[negative1's solution](#)

523.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[negative1's solution](#)

524.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

525.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[negative1's solution](#)

526.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[negative1's solution](#)

527.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[negative1's solution](#)

528.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[negative1's solution](#)

529.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[negative1's solution](#)

530.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[negative1's solution](#)

531.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[negative1's solution](#)

532.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees
[negative1's solution](#)

533.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation
[negative1's solution](#)

534.

493E

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative1's solution](#)

535.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[negative1's solution](#)

536.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[negative1's solution](#)

537.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[negative1's solution](#)

538.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings
[negative1's solution](#)

539.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[negative1's solution](#)

540.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[negative1's solution](#)

541.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[negative1's solution](#)

542.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[negative1's solution](#)

543.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[negative1's solution](#)

544.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[negative1's solution](#)

545.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[negative1's solution](#)

546.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[negative1's solution](#)

547.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[negative1's solution](#)

548.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[negative1's solution](#)

549.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[negative1's solution](#)

550.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negative1's solution](#)

551.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[negative1's solution](#)

552.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths
[negative1's solution](#)

553.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[negative1's solution](#)

554.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[negative1's solution](#)

555.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[negative1's solution](#)

556.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

557.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[negative1's solution](#)

558.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[negative1's solution](#)

559.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: dp

[negative1's solution](#)

560.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy, math

[negative1's solution](#)

561.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[negative1's solution](#)

562.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[negative1's solution](#)

563.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[negative1's solution](#)

564.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[negative1's solution](#)

565.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: games, number theory

[negative1's solution](#)

566.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[negative1's solution](#)

567.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

568.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[negative1's solution](#)

569.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[negative1's solution](#)

570.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[negative1's solution](#)

571.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[negative1's solution](#)

572.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-09-14 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[negative1's solution](#)

573.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-09-01 · last AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

divide and conquer, dp, greedy, trees

[negative1's solution](#)

574.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[negative1's solution](#)

575.

932G

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

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[negative1's solution](#)

576.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[negative1's solution](#)

577.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[negative1's solution](#)

578.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[negative1's solution](#)

579.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-11-08 · last AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[negative1's solution](#)

580.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[negative1's solution](#)

581.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[negative1's solution](#)

582.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[negative1's solution](#)

583.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp,

meet-in-the-middle

[negative1's solution](#)

584.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices

[negative1's solution](#)

585.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[negative1's solution](#)

586.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[negative1's solution](#)

587.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[negative1's solution](#)

588.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[negative1's solution](#)

589.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[negative1's solution](#)

590.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2022-02-26 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[negative1's solution](#)

591.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: strings

[negative1's solution](#)

592.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[negative1's solution](#)

593.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

math, number theory
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594.

1062F

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595.

1198F

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596.

1468B

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597.

103E

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[negative1's solution](#)

598.

19E

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599.

163D

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600.

512E

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Quality: 572 global accepts · Rating: 2900 · first AC: 2020-08-26 · last AC: 2020-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
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601.

335F

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Quality: 741 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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602.

582E

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Quality: 547 global accepts · Rating: 3000 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, expression parsing
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603.

150E

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604.

1906C

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Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive
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605.

1889D

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Quality: 915 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
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606.

1438F

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Quality: 801 global accepts · Rating: 3000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities, trees
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607.

319E

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608.

1028G

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609.

1844G

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[negative1's solution](#)

610.

1787G

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Quality: 557 global accepts · Rating: 3000 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
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611.

603E

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612.

587F

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613.

798E

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614.

232E

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615.

303E

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616.

57E

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Quality: 290 global accepts · Rating: 3000 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: math, shortest paths
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617.

429E

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[negative1's solution](#)

618.

1149D

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Quality: 967 global accepts · Rating: 3000 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy
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619.

1552G

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Quality: 670 global accepts · Rating: 3000 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
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620.

1361E

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Quality: 987 global accepts · Rating: 3000 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[negative1's solution](#)

621.

1163F

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622.

889E

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623.

1342F

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624.

914F

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Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[negative1's solution](#)

625.

464E

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Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[negative1's solution](#)

626.

1442E

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Quality: 789 global accepts · Rating: 3000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[negative1's solution](#)

627.

1063E

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Quality: 402 global accepts · Rating: 3000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[negative1's solution](#)

628.

739E

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Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[negative1's solution](#)

629.

212A

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[negative1's solution](#)

630.

997E

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631.

526F

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Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

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632.

1481F

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633.

1770F

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634.

528E

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635.

1912F

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636.

653G

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637.

1728F

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Quality: 506 global accepts · Rating: 3100 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy
[negative1's solution](#)

638.

923E

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639.

1261F

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640.

538G

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641.

331E2

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642.

453E

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643.

1439D

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644.

1628E

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645.

708E

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Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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646.

1503E

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647.

679E

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Quality: 820 global accepts · Rating: 3100 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

648.

633H

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[negative1's solution](#)

649.

809E

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Quality: 855 global accepts · Rating: 3100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[negative1's solution](#)

650.

1458D

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Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[negative1's solution](#)

651.

587D

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Quality: 874 global accepts · Rating: 3100 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[negative1's solution](#)

652.

626G

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[negative1's solution](#)

653.

1225G

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Quality: 659 global accepts · Rating: 3100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

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654.

1240F

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655.

765F

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656.

176E

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[negative1's solution](#)

657.

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

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658.

1967F

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659.

1712F

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[negative1's solution](#)

660.

1119H

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661.

1034E

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662.

1599E

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[negative1's solution](#)

663.

1864H

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Quality: 493 global accepts · Rating: 3200 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

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664.

1007D

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665.

1368G

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666.

840E

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667.

585F

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Quality: 798 global accepts · Rating: 3200 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
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668.

755G

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669.

1656H

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670.

590E

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671.

566E

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[negative1's solution](#)

672.

494E

[Sharti](#) · [Tutorial](#)

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[negative1's solution](#)

673.

1603E

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Quality: 641 global accepts · Rating: 3200 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[negative1's solution](#)

674.

538H

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Quality: 735 global accepts · Rating: 3200 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy
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675.

487E

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[negative1's solution](#)

676.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[negative1's solution](#)

677.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

678.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[negative1's solution](#)

679.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[negative1's solution](#)

680.

868G

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Quality: 171 global accepts · Rating: 3300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[negative1's solution](#)

681.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[negative1's solution](#)

682.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[negative1's solution](#)

683.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[negative1's solution](#)

684.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[negative1's solution](#)

685.

1726G

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Quality: 365 global accepts · Rating: 3300 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[negative1's solution](#)

686.

1270H

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Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

687.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[negative1's solution](#)

688.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[negative1's solution](#)

689.

700E

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Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings
[negative1's solution](#)

690.

1290E

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Quality: 670 global accepts · Rating: 3300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

691.

906E

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Quality: 569 global accepts · Rating: 3300 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings
[negative1's solution](#)

692.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[negative1's solution](#)

693.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negative1's solution](#)

694.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing
[negative1's solution](#)

695.

639F

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

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[negative1's solution](#)

696.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[negative1's solution](#)

697.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-07-07 · last AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[negative1's solution](#)

698.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[negative1's solution](#)

699.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[negative1's solution](#)

700.

1060G

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

Quality: 259 global accepts · Rating: 3400 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[negative1's solution](#)

701.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[negative1's solution](#)

702.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, trees

[negative1's solution](#)

703.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[negative1's solution](#)

704.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[negative1's solution](#)

705.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[negative1's solution](#)

706.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[negative1's solution](#)

707.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[negative1's solution](#)

708.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[negative1's solution](#)

709.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[negative1's solution](#)

710.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive
[negative1's solution](#)

711.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory
[negative1's solution](#)

712.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[negative1's solution](#)

713.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 3400 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[negative1's solution](#)

714.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[negative1's solution](#)

715.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[negative1's solution](#)

716.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, trees
[negative1's solution](#)

717.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[negative1's solution](#)

718.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negative1's solution](#)

719.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[negative1's solution](#)

720.

1578G

[Game of Chance](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 3500 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[negative1's solution](#)

721.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negative1's solution](#)

722.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[negative1's solution](#)

723.

750H

[New Year and Snowy Grid](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2023-04-19 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive

[negative1's solution](#)

724.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[negative1's solution](#)

725.

1776N

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

Quality: 102 global accepts · Rating: 3500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[negative1's solution](#)

726.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[negative1's solution](#)

727.

105484F

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

728.

106059A

[Angle Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

729.

106059G

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

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

730.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

731.

105588B

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

732.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

733.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

734.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

735.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

736.

105588C

[Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

737.

105588M

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

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[negative1's solution](#)

738.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

739.

106059I

[Ice Sliding](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

740.

106059F

[Forbidden Spell Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

741.

106059B

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

742.

106059H

[Huge Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

743.

106059C

[Chess Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

744.

106059M

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

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

745.

106059J

[Jigsaw of Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

746.

106059K

[Karl's Dormitory Allocation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

747.

106059D

[Data Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

748.

106059E

[Echoes on the Endless Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

749.

106059L

[Lantern Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

750.

105484A

[Hey, Have You Seen My Kangaroo?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

751.

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

752.

105484I

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

753.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

754.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

755.

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

756.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

757.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

758.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

759.

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

760.

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

761.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

762.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

763.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

764.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

765.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

766.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

767.

105578G

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

Rating: — · first AC: 2025-08-19 · PyPy 3-64 (first AC) · Tags: —

[negative1's solution](#)

768.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

769.

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

770.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[negative1's solution](#)

771.

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

772.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[negative1's solution](#)

773.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[negative1's solution](#)

774.

103914B

[Puzzle: Patrick's Parabox](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

775.

103861F

[Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

776.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

777.

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

778.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

779.

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

780.

103428L

[shake hands](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

781.

102055E

[Mr. Panda and Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[negative1's solution](#)

782.

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: —

