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Unique solved — negativez2

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

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

Filters: none

Count: 733

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,545 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[negativez2's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,806 global accepts · Rating: 800 · first AC: 2018-05-21 · last AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[negativez2's solution](#)

3.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[negativez2's solution](#)

4.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[negativez2's solution](#)

5.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,273 global accepts · Rating: 800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[negativez2's solution](#)

6.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[negativez2's solution](#)

7.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[negativez2's solution](#)

8.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,631 global accepts · Rating: 800 · first AC: 2021-10-31 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[negativez2's solution](#)

9.

1520A

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

Quality: 58,457 global accepts · Rating: 800 · first AC: 2021-10-31 · PyPy 3 (first AC) · Tags: brute force, implementation

[negativez2's solution](#)

10.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,543 global accepts · Rating: 800 · first AC: 2021-10-13 · Haskell (first AC) · Tags: math

[negativez2's solution](#)

11.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

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[negativez2's solution](#)

12.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-28 · Haskell (first AC) · Tags: sortings, strings

[negativez2's solution](#)

13.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,461 global accepts · Rating: 800 · first AC: 2021-06-28 · Haskell (first AC) · Tags: *special, implementation

[negativez2's solution](#)

14.

231A

[Team](#) · [Tutorial](#)

Quality: 430,247 global accepts · Rating: 800 · first AC: 2021-06-28 · last AC: 2021-06-28 · Haskell (first AC) · Tags: brute force, greedy

[negativez2's solution](#)

15.

71A

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

Quality: 503,241 global accepts · Rating: 800 · first AC: 2021-06-28 · Haskell (first AC) · Tags: strings

[negativez2's solution](#)

16.

1428A

[Box is Pull](#) · [Tutorial](#)

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[negativez2's solution](#)

17.

1305A

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

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

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18.

1250F

[Data Center](#) · [Tutorial](#)

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[negativez2's solution](#)

19.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[negativez2's solution](#)

20.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,364 global accepts · Rating: 800 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: dp, greedy

[negativez2's solution](#)

21.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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22.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[negative2's solution](#)

23.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[negative2's solution](#)

24.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[negative2's solution](#)

25.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

26.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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27.

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

28.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

29.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

30.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

31.

664A

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Quality: 21,668 global accepts · Rating: 800 · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[negative2's solution](#)

32.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[negative2's solution](#)

33.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

34.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negative2's solution](#)

35.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

36.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negative2's solution](#)

37.

1064A

[Make a triangle!](#) · [Tutorial](#)

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[negative2's solution](#)

38.

1065A

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

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[negative2's solution](#)

39.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[negative2's solution](#)

40.

1058A

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

Rating: 800 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

41.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

42.

1041A

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Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[negative2's solution](#)

43.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[negative2's solution](#)

44.

999A

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

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[negative2's solution](#)

45.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[negative2's solution](#)

46.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,701 global accepts · Rating: 800 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[negative2's solution](#)

47.

965A

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Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

48.

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[negative2's solution](#)

49.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negative2's solution](#)

50.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negative2's solution](#)

51.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[negative2's solution](#)

52.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negative2's solution](#)

53.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[negative2's solution](#)

- 54.**
938A
[Word Correction](#) · [Tutorial](#)
Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)
- 55.**
932A
[Palindromic Supersequence](#) · [Tutorial](#)
Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[negativez2's solution](#)
- 56.**
918A
[Eleven](#) · [Tutorial](#)
Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negativez2's solution](#)
- 57.**
919A
[Supermarket](#) · [Tutorial](#)
Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[negativez2's solution](#)
- 58.**
1650B
[DIV + MOD](#) · [Tutorial](#)
Quality: 29,994 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[negativez2's solution](#)
- 59.**
1593B
[Make it Divisible by 25](#) · [Tutorial](#)
Quality: 40,645 global accepts · Rating: 900 · first AC: 2021-10-13 · Haskell (first AC) · Tags: dfs and similar, dp, greedy, math
[negativez2's solution](#)
- 60.**
1326B
[Maximums](#) · [Tutorial](#)
Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[negativez2's solution](#)
- 61.**
26A
[Almost Prime](#) · [Tutorial](#)
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[negativez2's solution](#)
- 62.**
1093B
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Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[negativez2's solution](#)
- 63.**
1089L
[Lazyland](#) · [Tutorial](#)
Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —
[negativez2's solution](#)
- 64.**
1080B
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Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)

65.

1079A

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Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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66.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[negativez2's solution](#)

67.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

68.

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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69.

1025A

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70.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[negativez2's solution](#)

71.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negativez2's solution](#)

72.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[negativez2's solution](#)

73.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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74.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[negativez2's solution](#)

75.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[negativez2's solution](#)

76.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · Haskell (first AC) · Tags: binary search, greedy
[negative2's solution](#)

77.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,195 global accepts · Rating: 1000 · first AC: 2018-05-21 · last AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[negative2's solution](#)

78.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[negative2's solution](#)

79.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[negative2's solution](#)

80.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: implementation, sortings
[negative2's solution](#)

81.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[negative2's solution](#)

82.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negative2's solution](#)

83.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[negative2's solution](#)

84.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negative2's solution](#)

85.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negative2's solution](#)

86.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[negative2's solution](#)

- 87.**
1054B
[Appending Mex](#) · [Tutorial](#)
Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)
- 88.**
1059A
[Cashier](#) · [Tutorial](#)
Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)
- 89.**
1051B
[Relatively Prime Pairs](#) · [Tutorial](#)
Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[negativez2's solution](#)
- 90.**
1020B
[Badge](#) · [Tutorial](#)
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[negativez2's solution](#)
- 91.**
1020A
[New Building for SIS](#) · [Tutorial](#)
Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math
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- 92.**
1041B
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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)
- 93.**
1036A
[Function Height](#) · [Tutorial](#)
Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)
- 94.**
1040A
[Palindrome Dance](#) · [Tutorial](#)
Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negativez2's solution](#)
- 95.**
1027A
[Palindromic Twist](#) · [Tutorial](#)
Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[negativez2's solution](#)
- 96.**
1023B
[Pair of Toys](#) · [Tutorial](#)
Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)
- 97.**
979A
[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)
Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)

98.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)

99.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)

100.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[negativez2's solution](#)

101.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · Haskell (first AC) · Tags: math, number theory
[negativez2's solution](#)

102.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-05 · last AC: 2021-10-06 · Haskell (first AC) · Tags: implementation, sortings
[negativez2's solution](#)

103.

869A

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

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2021-05-31 · Haskell (first AC) · Tags: brute force, implementation
[negativez2's solution](#)

104.

1428C

[ABBB](#) · [Tutorial](#)

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[negativez2's solution](#)

105.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[negativez2's solution](#)

106.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[negativez2's solution](#)

107.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negativez2's solution](#)

108.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[negativez2's solution](#)

109.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

110.

1058B

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

Rating: 1100 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[negativez2's solution](#)

111.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[negativez2's solution](#)

112.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[negativez2's solution](#)

113.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[negativez2's solution](#)

114.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[negativez2's solution](#)

115.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[negativez2's solution](#)

116.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[negativez2's solution](#)

117.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[negativez2's solution](#)

118.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · last AC: 2021-10-05 · Haskell (first AC) · Tags: constructive algorithms, dsu, math, sortings

[negativez2's solution](#)

119.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[negativez2's solution](#)

120.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[negativez2's solution](#)

121.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[negativez2's solution](#)

122.

1305B

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

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

[negativez2's solution](#)

123.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[negativez2's solution](#)

124.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[negativez2's solution](#)

125.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[negativez2's solution](#)

126.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

[negativez2's solution](#)

127.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[negativez2's solution](#)

128.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[negativez2's solution](#)

129.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[negativez2's solution](#)

130.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[negativez2's solution](#)

131.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[negativez2's solution](#)

132.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[negativez2's solution](#)

133.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negativez2's solution](#)

134.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[negativez2's solution](#)

135.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[negativez2's solution](#)

136.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[negativez2's solution](#)

137.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[negativez2's solution](#)

138.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[negativez2's solution](#)

139.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[negativez2's solution](#)

140.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

141.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[negativez2's solution](#)

142.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[negativez2's solution](#)

143.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)

144.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[negativez2's solution](#)

145.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[negativez2's solution](#)

146.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings
[negativez2's solution](#)

147.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[negativez2's solution](#)

148.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[negativez2's solution](#)

149.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: binary search, math
[negativez2's solution](#)

150.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[negativez2's solution](#)

151.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[negative2's solution](#)

152.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negative2's solution](#)

153.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, math
[negative2's solution](#)

154.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[negative2's solution](#)

155.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[negative2's solution](#)

156.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[negative2's solution](#)

157.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[negative2's solution](#)

158.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[negative2's solution](#)

159.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negative2's solution](#)

160.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negative2's solution](#)

161.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negative2's solution](#)

162.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)

163.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[negativez2's solution](#)

164.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[negativez2's solution](#)

165.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[negativez2's solution](#)

166.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[negativez2's solution](#)

167.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negativez2's solution](#)

168.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[negativez2's solution](#)

169.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[negativez2's solution](#)

170.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[negativez2's solution](#)

171.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[negativez2's solution](#)

172.

1375C

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

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

[negativez2's solution](#)

173.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[negativez2's solution](#)

174.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[negativez2's solution](#)

175.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[negativez2's solution](#)

176.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,238 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[negativez2's solution](#)

177.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[negativez2's solution](#)

178.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-04-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[negativez2's solution](#)

179.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy

[negativez2's solution](#)

180.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[negativez2's solution](#)

181.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[negativez2's solution](#)

182.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[negativez2's solution](#)

183.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[negativez2's solution](#)

184.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[negativez2's solution](#)

185.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negativez2's solution](#)

186.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

187.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,629 global accepts · Rating: 1400 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[negativez2's solution](#)

188.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negativez2's solution](#)

189.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[negativez2's solution](#)

190.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[negativez2's solution](#)

191.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[negativez2's solution](#)

192.

1616C

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

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

[negativez2's solution](#)

193.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-29 · Haskell (first AC) · Tags: data structures, dp, hashing, number theory

[negativez2's solution](#)

194.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[negativez2's solution](#)

195.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[negativez2's solution](#)

196.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[negativez2's solution](#)

197.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[negativez2's solution](#)

198.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[negativez2's solution](#)

199.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[negativez2's solution](#)

200.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[negativez2's solution](#)

201.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[negativez2's solution](#)

202.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: graphs, implementation
[negativez2's solution](#)

203.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-04-19 · last AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[negativez2's solution](#)

204.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[negativez2's solution](#)

205.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings
[negativez2's solution](#)

206.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[negativez2's solution](#)

207.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[negativez2's solution](#)

208.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[negativez2's solution](#)

209.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[negativez2's solution](#)

210.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[negativez2's solution](#)

211.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math

[negativez2's solution](#)

212.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[negativez2's solution](#)

213.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[negativez2's solution](#)

214.

553A

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

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[negativez2's solution](#)

215.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[negativez2's solution](#)

216.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[negativez2's solution](#)

217.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

218.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[negativez2's solution](#)

219.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[negativez2's solution](#)

220.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[negativez2's solution](#)

221.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[negativez2's solution](#)

222.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[negativez2's solution](#)

223.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[negativez2's solution](#)

224.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[negativez2's solution](#)

225.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[negativez2's solution](#)

226.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[negativez2's solution](#)

227.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[negativez2's solution](#)

228.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[negativez2's solution](#)

229.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[negativez2's solution](#)

230.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,666 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[negativez2's solution](#)

231.

1305C

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

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[negativez2's solution](#)

232.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[negativez2's solution](#)

233.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[negativez2's solution](#)

234.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,051 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[negativez2's solution](#)

235.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2019-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[negativez2's solution](#)

236.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[negativez2's solution](#)

237.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[negativez2's solution](#)

238.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[negativez2's solution](#)

239.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[negativez2's solution](#)

240.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[negativez2's solution](#)

241.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negativez2's solution](#)

242.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[negativez2's solution](#)

243.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[negativez2's solution](#)

244.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[negativez2's solution](#)

245.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,331 global accepts · Rating: 1600 · first AC: 2018-11-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[negativez2's solution](#)

246.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[negativez2's solution](#)

247.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[negativez2's solution](#)

248.

446A

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

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[negativez2's solution](#)

249.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[negativez2's solution](#)

250.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negativez2's solution](#)

251.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[negativez2's solution](#)

252.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[negativez2's solution](#)

253.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
[negativez2's solution](#)

254.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[negativez2's solution](#)

255.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[negativez2's solution](#)

256.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[negativez2's solution](#)

257.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[negativez2's solution](#)

258.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[negativez2's solution](#)

259.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[negativez2's solution](#)

260.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[negativez2's solution](#)

261.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[negativez2's solution](#)

262.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[negativez2's solution](#)

263.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

264.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[negativez2's solution](#)

265.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[negativez2's solution](#)

266.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[negativez2's solution](#)

267.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[negativez2's solution](#)

268.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[negativez2's solution](#)

269.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[negativez2's solution](#)

270.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math

[negativez2's solution](#)

271.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: data structures

[negativez2's solution](#)

272.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[negativez2's solution](#)

273.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[negativez2's solution](#)

274.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[negativez2's solution](#)

275.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[negativez2's solution](#)

276.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[negativez2's solution](#)

277.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[negativez2's solution](#)

278.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[negativez2's solution](#)

279.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: bitmasks, graphs, interactive
[negativez2's solution](#)

280.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: dp
[negativez2's solution](#)

281.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[negativez2's solution](#)

282.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[negativez2's solution](#)

283.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms
[negativez2's solution](#)

284.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[negativez2's solution](#)

285.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: greedy, math
[negativez2's solution](#)

286.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[negativez2's solution](#)

287.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[negativez2's solution](#)

288.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2018-11-04 · last AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dp, math, number theory

[negativez2's solution](#)

289.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[negativez2's solution](#)

290.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[negativez2's solution](#)

291.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[negativez2's solution](#)

292.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

293.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[negativez2's solution](#)

294.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[negativez2's solution](#)

295.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[negativez2's solution](#)

296.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[negativez2's solution](#)

297.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[negativez2's solution](#)

298.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[negativez2's solution](#)

299.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[negativez2's solution](#)

300.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[negativez2's solution](#)

301.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[negativez2's solution](#)

302.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[negativez2's solution](#)

303.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[negativez2's solution](#)

304.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[negativez2's solution](#)

305.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[negativez2's solution](#)

306.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[negativez2's solution](#)

307.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[negativez2's solution](#)

308.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms
[negativez2's solution](#)

309.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[negativez2's solution](#)

310.

1058D

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

Rating: 1800 · first AC: 2018-09-26 · last AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[negativez2's solution](#)

311.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp
[negativez2's solution](#)

312.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: geometry
[negativez2's solution](#)

313.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[negativez2's solution](#)

314.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
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315.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[negativez2's solution](#)

316.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[negativez2's solution](#)

317.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
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318.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
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319.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[negativez2's solution](#)

320.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[negativez2's solution](#)

321.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[negativez2's solution](#)

322.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees

[negativez2's solution](#)

323.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[negativez2's solution](#)

324.

1133E

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Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers

[negativez2's solution](#)

325.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings

[negativez2's solution](#)

326.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[negativez2's solution](#)

327.

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

328.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[negativez2's solution](#)

329.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[negativez2's solution](#)

330.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[negativez2's solution](#)

331.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[negativez2's solution](#)

332.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy

[negativez2's solution](#)

333.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-18 · last AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[negativez2's solution](#)

334.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[negativez2's solution](#)

335.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[negativez2's solution](#)

336.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

337.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[negativez2's solution](#)

338.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[negativez2's solution](#)

339.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[negativez2's solution](#)

340.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[negativez2's solution](#)

341.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[negativez2's solution](#)

342.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · last AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[negativez2's solution](#)

343.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[negativez2's solution](#)

344.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2018-11-11 · last AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[negativez2's solution](#)

345.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[negativez2's solution](#)

346.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[negativez2's solution](#)

347.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[negativez2's solution](#)

348.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[negativez2's solution](#)

349.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[negativez2's solution](#)

350.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar,

divide and conquer, dp, greedy, strings, trees

[negativez2's solution](#)

351.

739B

[Alyona and a tree](#) · [Tutorial](#)

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[negativez2's solution](#)

352.

377B

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Quality: 2,448 global accepts · Rating: 1900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[negativez2's solution](#)

353.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[negativez2's solution](#)

354.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2019-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[negativez2's solution](#)

355.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[negativez2's solution](#)

356.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[negativez2's solution](#)

357.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[negativez2's solution](#)

358.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[negativez2's solution](#)

359.

1174D

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Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[negativez2's solution](#)

360.

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-10 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, math

[negativez2's solution](#)

361.

1162D

[Chladni Figure](#) · [Tutorial](#)

Quality: 1900 · first AC: 2019-05-05 · GNU C++11 (first AC) · Tags: number theory, strings

[negativez2's solution](#)

362.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[negativez2's solution](#)

363.

1153D

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Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[negativez2's solution](#)

364.

505C

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Quality: 7,304 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[negativez2's solution](#)

365.

455B

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Quality: 6,850 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[negativez2's solution](#)

366.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[negativez2's solution](#)

367.

607B

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Quality: 16,310 global accepts · Rating: 1900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: dp

[negativez2's solution](#)

368.

547B

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[negativez2's solution](#)

369.

20C

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Quality: 46,880 global accepts · Rating: 1900 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[negativez2's solution](#)

370.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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371.

1133F2

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Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[negativez2's solution](#)

372.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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373.

1095E

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374.

1081E

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375.

1015E2

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376.

1077F1

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377.

1076E

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[negativez2's solution](#)

378.

1079D

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Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[negativez2's solution](#)

379.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[negativez2's solution](#)

380.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees

[negativez2's solution](#)

381.

1043E

[Train Hard. Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[negativez2's solution](#)

382.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

383.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[negativez2's solution](#)

384.

1064E

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Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[negativez2's solution](#)

385.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[negativez2's solution](#)

386.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[negativez2's solution](#)

387.

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[negativez2's solution](#)

388.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[negativez2's solution](#)

389.

1036C

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Quality: 13,376 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[negativez2's solution](#)

390.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[negativez2's solution](#)

391.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[negativez2's solution](#)

392.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[negativez2's solution](#)

393.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[negativez2's solution](#)

394.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[negativez2's solution](#)

395.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[negativez2's solution](#)

396.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers
[negativez2's solution](#)

397.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[negativez2's solution](#)

398.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[negativez2's solution](#)

399.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[negativez2's solution](#)

400.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[negativez2's solution](#)

401.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[negativez2's solution](#)

402.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[negativez2's solution](#)

403.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[negativez2's solution](#)

404.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[negativez2's solution](#)

405.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[negativez2's solution](#)

406.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[negativez2's solution](#)

407.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[negativez2's solution](#)

408.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[negativez2's solution](#)

409.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[negativez2's solution](#)

410.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[negativez2's solution](#)

411.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[negativez2's solution](#)

412.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation,

string suffix structures, strings

[negativez2's solution](#)

413.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[negativez2's solution](#)

414.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[negativez2's solution](#)

415.

1191F

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416.

1185E

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417.

920F

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1162E

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419.

1156C

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864E

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380C

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426.

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433.

1080D

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1061D

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435.

346B

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436.

852B

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1060E

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438.

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439.

1058E

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440.

453B

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443.

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444.

996C

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445.

1392E

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1364D

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447.

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1365F

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1254B2

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1006F

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634D

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570D

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559C

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500.

1175E

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501.

1159D

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502.

1166D

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503.

1154G

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504.

1153E

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1155E

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506.

1156E

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507.

1156D

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508.

1157G

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509.

1149B

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510.

1059D

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511.

1110D

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513.

1114E

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514.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[negativez2's solution](#)

515.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-03-25 · GNU C++11 (first AC) · Tags: bitmasks, chinese remainder theorem,

constructive algorithms, interactive, math

[negativez2's solution](#)

516.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[negativez2's solution](#)

517.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[negativez2's solution](#)

518.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[negativez2's solution](#)

519.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-11-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[negativez2's solution](#)

520.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[negativez2's solution](#)

521.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[negativez2's solution](#)

522.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[negativez2's solution](#)

523.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2018-05-14 · last AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negativez2's solution](#)

524.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[negativez2's solution](#)

525.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu

[negativez2's solution](#)

526.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2019-06-15 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[negativez2's solution](#)

527.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[negativez2's solution](#)

528.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: dp

[negativez2's solution](#)

529.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[negativez2's solution](#)

530.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[negativez2's solution](#)

531.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2019-11-25 · last AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, sortings

[negativez2's solution](#)

532.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[negativez2's solution](#)

533.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[negativez2's solution](#)

534.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

535.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[negativez2's solution](#)

536.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[negativez2's solution](#)

537.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[negativez2's solution](#)

538.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[negativez2's solution](#)

539.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[negativez2's solution](#)

540.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-04-28 · last AC: 2019-04-28 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[negativez2's solution](#)

541.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[negativez2's solution](#)

542.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[negativez2's solution](#)

543.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[negativez2's solution](#)

544.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[negativez2's solution](#)

545.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[negativez2's solution](#)

546.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[negativez2's solution](#)

547.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[negativez2's solution](#)

548.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[negativez2's solution](#)

549.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[negativez2's solution](#)

550.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[negativez2's solution](#)

551.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[negativez2's solution](#)

552.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-04-03 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[negativez2's solution](#)

553.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[negativez2's solution](#)

554.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[negativez2's solution](#)

555.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[negativez2's solution](#)

556.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[negativez2's solution](#)

557.

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[negativez2's solution](#)

558.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[negativez2's solution](#)

559.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-11-11 · last AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[negativez2's solution](#)

560.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-09-14 · last AC: 2019-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[negativez2's solution](#)

561.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[negativez2's solution](#)

562.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[negativez2's solution](#)

563.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2018-05-14 · last AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[negativez2's solution](#)

564.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-18 · last AC: 2019-05-20 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing

[negativez2's solution](#)

565.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[negativez2's solution](#)

566.

869E

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

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[negativez2's solution](#)

567.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[negativez2's solution](#)

568.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negativez2's solution](#)

569.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-14 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[negativez2's solution](#)

570.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[negativez2's solution](#)

571.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[negativez2's solution](#)

572.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: strings

[negativez2's solution](#)

573.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[negativez2's solution](#)

574.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[negativez2's solution](#)

575.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[negativez2's solution](#)

576.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory

[negativez2's solution](#)

577.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[negativez2's solution](#)

578.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[negativez2's solution](#)

579.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[negativez2's solution](#)

580.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[negativez2's solution](#)

581.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[negativez2's solution](#)

582.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[negativez2's solution](#)

583.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[negativez2's solution](#)

584.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[negativez2's solution](#)

585.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[negativez2's solution](#)

586.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[negativez2's solution](#)

587.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, schedules, sortings

[negativez2's solution](#)

588.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[negativez2's solution](#)

589.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[negativez2's solution](#)

590.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[negativez2's solution](#)

591.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[negativez2's solution](#)

592.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[negativez2's solution](#)

593.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[negativez2's solution](#)

594.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[negativez2's solution](#)

595.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[negativez2's solution](#)

596.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-07 · last AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[negativez2's solution](#)

597.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[negativez2's solution](#)

598.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[negativez2's solution](#)

599.

1073F

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

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[negativez2's solution](#)

600.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negativez2's solution](#)

601.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-29 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[negativez2's solution](#)

602.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[negativez2's solution](#)

603.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[negativez2's solution](#)

604.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[negativez2's solution](#)

605.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2019-02-26 · last AC: 2021-05-01 · GNU C++11 (first AC) · Tags: dp, geometry

[negativez2's solution](#)

606.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[negativez2's solution](#)

607.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[negativez2's solution](#)

608.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy
[negative2's solution](#)

609.

967F

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[negative2's solution](#)

610.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[negative2's solution](#)

611.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-17 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[negative2's solution](#)

612.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[negative2's solution](#)

613.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[negative2's solution](#)

614.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[negative2's solution](#)

615.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[negative2's solution](#)

616.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths
[negative2's solution](#)

617.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings
[negative2's solution](#)

618.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[negativez2's solution](#)

619.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[negativez2's solution](#)

620.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: data structures, dsu

[negativez2's solution](#)

621.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[negativez2's solution](#)

622.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[negativez2's solution](#)

623.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2019-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[negativez2's solution](#)

624.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-06-03 · last AC: 2019-06-03 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[negativez2's solution](#)

625.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: data structures

[negativez2's solution](#)

626.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-09-04 · last AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[negativez2's solution](#)

627.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[negativez2's solution](#)

628.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[negativez2's solution](#)

629.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[negativez2's solution](#)

630.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[negativez2's solution](#)

631.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[negativez2's solution](#)

632.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[negativez2's solution](#)

633.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu
[negativez2's solution](#)

634.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[negativez2's solution](#)

635.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[negativez2's solution](#)

636.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: two pointers
[negativez2's solution](#)

637.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-02-12 · last AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[negativez2's solution](#)

638.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

639.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[negativez2's solution](#)

640.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

641.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

642.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

643.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

644.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-10 · Rust 2021 (first AC) · Tags: *special, expression parsing, strings
[negativez2's solution](#)

645.

104010E

[Just Like Pickle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

646.

104010C

[Campfire Riddle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

647.

104010K

[Pick a Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

648.

104010A

[Rain Diary](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

649.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

650.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[negativez2's solution](#)

651.

103260H

[Excluded Min](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

652.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

653.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

654.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

655.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

656.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

657.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

658.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

659.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

660.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

661.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

662.

103260A

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

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

663.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

664.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

665.

103260J

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

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

666.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

667.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

668.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

669.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

670.

104008J

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

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

671.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

672.

104008C

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

673.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

674.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

675.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

676.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

677.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

678.

102460L

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

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

679.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

680.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[negativez2's solution](#)

681.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

682.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[negativez2's solution](#)

683.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[negativez2's solution](#)

684.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[negativez2's solution](#)

685.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[negativez2's solution](#)

686.

1663C

[P Ô! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[negativez2's solution](#)

687.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[negativez2's solution](#)

688.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[negativez2's solution](#)

689.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[negativez2's solution](#)

690.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[negativez2's solution](#)

691.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[negativez2's solution](#)

692.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

693.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

694.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

695.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

696.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

697.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

698.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

699.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

700.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

701.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

702.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

703.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

704.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

705.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[negativez2's solution](#)

706.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

707.

102835K

[Number with Bachelors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

708.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

709.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

710.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

711.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

712.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

713.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

714.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[negativez2's solution](#)

715.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[negativez2's solution](#)

716.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

717.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · Java 8 (first AC) · Tags: —

[negativez2's solution](#)

718.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · Java 8 (first AC) · Tags: —

[negativez2's solution](#)

719.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[negativez2's solution](#)

720.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

721.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[negativez2's solution](#)

722.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

723.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[negativez2's solution](#)

724.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[negativez2's solution](#)

725.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[negativez2's solution](#)

726.

102091A

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