

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

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# Unique solved — ngpin04

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

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

Filters: none

Count: 2,135

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,790 global accepts · Rating: 800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

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2.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,485 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings

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3.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2026-01-28 · PyPy 3-64 (first AC) · Tags: brute force

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5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2025-12-30 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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6.

2162A

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

Quality: 41,593 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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7.

2134A

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

Quality: 26,559 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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8.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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9.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

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**10.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: math

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**11.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,360 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**12.**

2103A

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Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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**13.**

2090A

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Quality: 21,376 global accepts · Rating: 800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**14.**

2125A

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Quality: 27,981 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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**15.**

2078A

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**16.**

2122A

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2117B

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**18.**

2093A

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**19.**

2086A

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**20.**

2092A

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2119A

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**22.**

2091B

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**23.**

2091A

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**24.**

2062A

[String](#) · [Tutorial](#)

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**25.**

2123B

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**26.**

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[Blackboard Game](#) · [Tutorial](#)

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**27.**

2075A

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**28.**

2074B

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**29.**

2074A

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**30.**

2112A

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**31.**

2072A

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**32.**

2069A

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**33.**

2121B

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**34.**

2121A

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**35.**

2064A

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**36.**

2117A

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2111A

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**38.**

2065B

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**39.**

2065A

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**40.**

2060A

[Fibonacciness · Tutorial](#)

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**41.**

2061A

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**42.**

2063A

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**43.**

2070A

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2056A

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**46.**

2071A

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**47.**

2067A

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**48.**

2059A

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**49.**

2055A

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**50.**

2057A

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**51.**

2009A

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**52.**

1987A

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**53.**

1984A

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**54.**

1979A

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**55.**

1942A

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**56.**

1810B

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**57.**

1810A

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**58.**

1930A

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**59.**

1948A

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**60.**

1929B

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**61.**

1929A

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1919A

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**66.**

1898A

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**67.**

1831A

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**68.**

1902A

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**69.**

1913A

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**70.**

1905A

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**71.**

1917A

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**72.**

1916A

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**73.**

1909A

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**74.**

1896A

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**75.**

1901A

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1900A

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**77.**

1834A

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**78.**

1879A

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**79.**

1064A

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**80.**

1870A

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**81.**

1864A

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**82.**

1861A

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**83.**

1863A

[Channel](#) · [Tutorial](#)

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**84.**

1858A

[Buttons](#) · [Tutorial](#)

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**85.**

1859A

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**86.**

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**87.**

1764A

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Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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**88.**

1739A

[Immobile Knight](#) · [Tutorial](#)

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**89.**

1713A

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**90.**

1696A

[NIT orz!](#) · [Tutorial](#)

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**91.**

1691A

[Beat The Odds](#) · [Tutorial](#)

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**92.**

1684B

[Z mod X = C](#) · [Tutorial](#)

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**93.**

1684A

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

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**94.**

1672B

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**95.**

1672A

[Log Chopping](#) · [Tutorial](#)

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**96.**

1671A

[String Building](#) · [Tutorial](#)

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**97.**

1656A

[Good Pairs](#) · [Tutorial](#)

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**98.**

1657B

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**99.**

1657A

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**100.**

1616A

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

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1637A

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[ngpin04's solution](#)

**102.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**103.**

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[ngpin04's solution](#)

**104.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ngpin04's solution](#)

**105.**

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ngpin04's solution](#)

**106.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[ngpin04's solution](#)

**107.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[ngpin04's solution](#)

**108.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ngpin04's solution](#)

**109.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**110.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**111.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[ngpin04's solution](#)

**112.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

**113.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,648 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ngpin04's solution](#)

**114.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,961 global accepts · Rating: 800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ngpin04's solution](#)

**115.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,187 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**116.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ngpin04's solution](#)

**117.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,096 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**118.**

1353B

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

Quality: 58,127 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ngpin04's solution](#)

**119.**

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ngpin04's solution](#)

**120.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,141 global accepts · Rating: 800 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ngpin04's solution](#)

**121.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[ngpin04's solution](#)

**122.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ngpin04's solution](#)

**123.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**124.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**125.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[ngpin04's solution](#)

**126.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**127.**

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-01 · FPC (first AC) · Tags: math  
[ngpin04's solution](#)

**128.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · FPC (first AC) · Tags: brute force, implementation  
[ngpin04's solution](#)

**129.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · FPC (first AC) · Tags: greedy  
[ngpin04's solution](#)

**130.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-07-17 · FPC (first AC) · Tags: implementation  
[ngpin04's solution](#)

**131.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-07-16 · FPC (first AC) · Tags: dp, implementation, math  
[ngpin04's solution](#)

**132.**

1194A

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

Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-07-14 · FPC (first AC) · Tags: math  
[ngpin04's solution](#)

**133.**

1191A

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

Quality: 18,982 global accepts · Rating: 800 · first AC: 2019-07-12 · FPC (first AC) · Tags: brute force  
[ngpin04's solution](#)

**134.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · FPC (first AC) · Tags: greedy  
[ngpin04's solution](#)

**135.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[ngpin04's solution](#)

**136.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,383 global accepts · Rating: 900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ngpin04's solution](#)

**137.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**138.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**139.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**140.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,936 global accepts · Rating: 900 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[ngpin04's solution](#)

**141.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,075 global accepts · Rating: 900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[ngpin04's solution](#)

**142.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ngpin04's solution](#)

**143.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ngpin04's solution](#)

**144.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,388 global accepts · Rating: 900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ngpin04's solution](#)

**145.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[ngpin04's solution](#)

**146.**

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ngpin04's solution](#)

**147.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ngpin04's solution](#)

**148.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ngpin04's solution](#)

**149.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**150.**

1879B

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

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ngpin04's solution](#)

**151.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,575 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[ngpin04's solution](#)

**152.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[ngpin04's solution](#)

**153.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[ngpin04's solution](#)

**154.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**155.**

1696B

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

Quality: 36,330 global accepts · Rating: 900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**156.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[ngpin04's solution](#)

**157.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**158.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**159.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings  
[ngpin04's solution](#)

**160.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,486 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[ngpin04's solution](#)

**161.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, interactive  
[ngpin04's solution](#)

**162.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**163.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**164.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**165.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**166.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,394 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**167.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[ngpin04's solution](#)

**168.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ngpin04's solution](#)

**169.**

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[ngpin04's solution](#)

**170.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**171.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ngpin04's solution](#)

**172.**

1238A

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

Quality: 28,062 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**173.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,863 global accepts · Rating: 900 · first AC: 2019-08-14 · FPC (first AC) · Tags: greedy, math

[ngpin04's solution](#)

**174.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · FPC (first AC) · Tags: greedy, math, sortings

[ngpin04's solution](#)

**175.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-07-17 · FPC (first AC) · Tags: math

[ngpin04's solution](#)

**176.**

1187A

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

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

[ngpin04's solution](#)

**177.**

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,491 global accepts · Rating: 900 · first AC: 2019-06-19 · FPC (first AC) · Tags: brute force, math, strings

[ngpin04's solution](#)

**178.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · FPC (first AC) · Tags: implementation, math

[ngpin04's solution](#)

**179.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,061 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ngpin04's solution](#)

**180.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 1000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[ngpin04's solution](#)

**181.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ngpin04's solution](#)

**182.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ngpin04's solution](#)

**183.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1000 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[ngpin04's solution](#)

**184.**

2093C

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

Quality: 30,846 global accepts · Rating: 1000 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**185.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,821 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[ngpin04's solution](#)

**186.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1000 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ngpin04's solution](#)

**187.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,887 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[ngpin04's solution](#)

**188.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**189.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ngpin04's solution](#)

**190.**

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**191.**

1987B

[K-Sort](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**192.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[ngpin04's solution](#)

**193.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[ngpin04's solution](#)

**194.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,262 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[ngpin04's solution](#)

**195.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[ngpin04's solution](#)

**196.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**197.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**198.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[ngpin04's solution](#)

**199.**

1859B

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

Quality: 43,906 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[ngpin04's solution](#)

**200.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**201.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**202.**

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[ngpin04's solution](#)

**203.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,317 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[ngpin04's solution](#)

**204.**

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[ngpin04's solution](#)

**205.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**206.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**207.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
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**208.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ngpin04's solution](#)

**209.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,951 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**210.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**211.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**212.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**213.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers  
[ngpin04's solution](#)

**214.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[ngpin04's solution](#)

**215.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**216.**

1241B

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

Rating: 1000 · first AC: 2019-10-06 · FPC (first AC) · Tags: brute force, strings  
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**217.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2019-10-01 · FPC (first AC) · Tags: implementation  
[ngpin04's solution](#)

**218.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · FPC (first AC) · Tags: greedy, implementation, math  
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**219.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · FPC (first AC) · Tags: greedy, implementation  
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**220.**

1195B

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Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · FPC (first AC) · Tags: binary search, brute force, math  
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**221.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · FPC (first AC) · Tags: greedy, math  
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**222.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-11 · FPC (first AC) · Tags: dp, math  
[ngpin04's solution](#)

**223.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-05 · FPC (first AC) · Tags: constructive algorithms, greedy, sortings  
[ngpin04's solution](#)

**224.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,326 global accepts · Rating: 1100 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ngpin04's solution](#)

**225.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ngpin04's solution](#)

**226.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ngpin04's solution](#)

**227.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ngpin04's solution](#)

**228.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

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**229.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**230.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[ngpin04's solution](#)

**231.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

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**232.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

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**233.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**234.**

2064B

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Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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**235.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,440 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

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**236.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,884 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[ngpin04's solution](#)

**237.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

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**238.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,200 global accepts · Rating: 1100 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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**239.**

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[ngpin04's solution](#)

**240.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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**241.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**242.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**243.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**244.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

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**245.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ngpin04's solution](#)

**246.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

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[ngpin04's solution](#)

**247.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy  
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**248.**

1904B

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Quality: 27,921 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
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**249.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,592 global accepts · Rating: 1100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees  
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**250.**

1917B

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

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[ngpin04's solution](#)

**251.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

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[ngpin04's solution](#)

**252.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,724 global accepts · Rating: 1100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings  
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**253.**

1864B

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Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[ngpin04's solution](#)

**254.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ngpin04's solution](#)

**255.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ngpin04's solution](#)

**256.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

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**257.**

1366A

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

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[ngpin04's solution](#)

**258.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ngpin04's solution](#)

**259.**

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[ngpin04's solution](#)

**260.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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**261.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

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**262.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ngpin04's solution](#)

**263.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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**264.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ngpin04's solution](#)

**265.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**266.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

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## 267.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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## 268.

1463A

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Quality: 27,928 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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## 269.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

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## 270.

1360C

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Quality: 36,784 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

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## 271.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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## 272.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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## 273.

224A

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Quality: 30,289 global accepts · Rating: 1100 · first AC: 2019-06-19 · FPC (first AC) · Tags: brute force, geometry, math

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## 274.

869B

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Quality: 15,555 global accepts · Rating: 1100 · first AC: 2019-06-19 · FPC (first AC) · Tags: math

[ngpin04's solution](#)

## 275.

706B

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Quality: 84,466 global accepts · Rating: 1100 · first AC: 2019-06-03 · last AC: 2019-06-03 · FPC (first AC) · Tags: binary search, dp, implementation

[ngpin04's solution](#)

## 276.

2135A

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

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

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**277.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,681 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[ngpin04's solution](#)

**278.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,874 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[ngpin04's solution](#)

**279.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,124 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory  
[ngpin04's solution](#)

**280.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
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**281.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**282.**

2119B

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Quality: 18,308 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math  
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**283.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
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**284.**

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**285.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ngpin04's solution](#)

**286.**

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[ngpin04's solution](#)

**287.**

2072C

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

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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**288.**

2069B

[Set of Strangers](#) · [Tutorial](#)

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**289.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,748 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ngpin04's solution](#)

**290.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 1200 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**291.**

2056C

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

Quality: 19,438 global accepts · Rating: 1200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[ngpin04's solution](#)

**292.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[ngpin04's solution](#)

**293.**

2047C

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

Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[ngpin04's solution](#)

**294.**

1987C

[Basil's Garden](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**295.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

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**296.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ngpin04's solution](#)

**297.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ngpin04's solution](#)

**298.**

1916C

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

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

[ngpin04's solution](#)

**299.**

1909B

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

Quality: 30,969 global accepts · Rating: 1200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ngpin04's solution](#)

**300.**

1848B

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

Quality: 24,410 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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**301.**

1808B

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

Quality: 29,671 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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**302.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[ngpin04's solution](#)

**303.**

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[ngpin04's solution](#)

**304.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ngpin04's solution](#)

**305.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[ngpin04's solution](#)

**306.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[ngpin04's solution](#)

**307.**

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[ngpin04's solution](#)

### 308.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math  
[ngpin04's solution](#)

### 309.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[ngpin04's solution](#)

### 310.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math  
[ngpin04's solution](#)

### 311.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[ngpin04's solution](#)

### 312.

1657C

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

Quality: 17,684 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

### 313.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

### 314.

1586B

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

Rating: 1200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[ngpin04's solution](#)

### 315.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[ngpin04's solution](#)

### 316.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[ngpin04's solution](#)

### 317.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**318.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[ngpin04's solution](#)

**319.**

1343C

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

Quality: 44,075 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[ngpin04's solution](#)

**320.**

1339B

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

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ngpin04's solution](#)

**321.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ngpin04's solution](#)

**322.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ngpin04's solution](#)

**323.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · FPC (first AC) · Tags: brute force, implementation

[ngpin04's solution](#)

**324.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · FPC (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**325.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · FPC (first AC) · Tags: implementation, strings

[ngpin04's solution](#)

**326.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · FPC (first AC) · Tags: sortings

[ngpin04's solution](#)

**327.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,551 global accepts · Rating: 1200 · first AC: 2019-06-03 · FPC (first AC) · Tags: binary search, implementation

[ngpin04's solution](#)

**328.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,788 global accepts · Rating: 1300 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[ngpin04's solution](#)

**329.**

2086C

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

Quality: 16,127 global accepts · Rating: 1300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation  
[ngpin04's solution](#)

**330.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[ngpin04's solution](#)

**331.**

2091E

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

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers  
[ngpin04's solution](#)

**332.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**333.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers  
[ngpin04's solution](#)

**334.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,640 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[ngpin04's solution](#)

**335.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,207 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[ngpin04's solution](#)

**336.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**337.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[ngpin04's solution](#)

**338.**

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[ngpin04's solution](#)

**339.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ngpin04's solution](#)

**340.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ngpin04's solution](#)

**341.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ngpin04's solution](#)

**342.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ngpin04's solution](#)

**343.**

1943A

[MEX Game 1](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**344.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[ngpin04's solution](#)

**345.**

1902C

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

Quality: 16,977 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ngpin04's solution](#)

**346.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[ngpin04's solution](#)

**347.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

**348.**

1890C

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

Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[ngpin04's solution](#)

**349.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[ngpin04's solution](#)

**350.**

1879C

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

Quality: 27,115 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[ngpin04's solution](#)

**351.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ngpin04's solution](#)

**352.**

1064C

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

Rating: 1300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[ngpin04's solution](#)

**353.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[ngpin04's solution](#)

**354.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**355.**

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[ngpin04's solution](#)

**356.**

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**357.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[ngpin04's solution](#)

**358.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[ngpin04's solution](#)

**359.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[ngpin04's solution](#)

**360.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[ngpin04's solution](#)

**361.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[ngpin04's solution](#)

**362.**

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
[ngpin04's solution](#)

**363.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**364.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[ngpin04's solution](#)

**365.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[ngpin04's solution](#)

**366.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,010 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**367.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[ngpin04's solution](#)

**368.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[ngpin04's solution](#)

**369.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

**370.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation  
[ngpin04's solution](#)

**371.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[ngpin04's solution](#)

**372.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[ngpin04's solution](#)

**373.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ngpin04's solution](#)

**374.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[ngpin04's solution](#)

**375.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ngpin04's solution](#)

**376.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · FPC (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

**377.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · FPC (first AC) · Tags: constructive algorithms, number theory  
[ngpin04's solution](#)

**378.**

2162D

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

Quality: 12,363 global accepts · Rating: 1400 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[ngpin04's solution](#)

**379.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings  
[ngpin04's solution](#)

**380.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive  
[ngpin04's solution](#)

**381.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[ngpin04's solution](#)

**382.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation  
[ngpin04's solution](#)

**383.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[ngpin04's solution](#)

**384.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers  
[ngpin04's solution](#)

**385.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers  
[ngpin04's solution](#)

**386.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[ngpin04's solution](#)

**387.**

2067D

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

Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[ngpin04's solution](#)

**388.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers  
[ngpin04's solution](#)

**389.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[ngpin04's solution](#)

**390.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ngpin04's solution](#)

**391.**

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[ngpin04's solution](#)

**392.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**393.**

1919C

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

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[ngpin04's solution](#)

**394.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 1400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[ngpin04's solution](#)

**395.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[ngpin04's solution](#)

**396.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,164 global accepts · Rating: 1400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[ngpin04's solution](#)

**397.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[ngpin04's solution](#)

**398.**

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ngpin04's solution](#)

**399.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[ngpin04's solution](#)

**400.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**401.**

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy  
[ngpin04's solution](#)

**402.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[ngpin04's solution](#)

**403.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ngpin04's solution](#)

**404.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[ngpin04's solution](#)

**405.**

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings  
[ngpin04's solution](#)

**406.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[ngpin04's solution](#)

**407.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[ngpin04's solution](#)

**408.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers  
[ngpin04's solution](#)

**409.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[ngpin04's solution](#)

**410.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy  
[ngpin04's solution](#)

**411.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,469 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[ngpin04's solution](#)

**412.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[ngpin04's solution](#)

**413.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ngpin04's solution](#)

**414.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[ngpin04's solution](#)

**415.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,094 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers  
[ngpin04's solution](#)

**416.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[ngpin04's solution](#)

**417.**

515C

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

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[ngpin04's solution](#)

**418.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,093 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[ngpin04's solution](#)

**419.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ngpin04's solution](#)

**420.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 1400 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ngpin04's solution](#)

**421.**

1253B

[Silly Mistake](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**422.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ngpin04's solution](#)

**423.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · FPC (first AC) · Tags: implementation, math

[ngpin04's solution](#)

**424.**

1215B

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

Quality: 18,351 global accepts · Rating: 1400 · first AC: 2019-09-15 · FPC (first AC) · Tags: combinatorics, dp, implementation

[ngpin04's solution](#)

**425.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · FPC (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**426.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,435 global accepts · Rating: 1400 · first AC: 2019-06-03 · FPC (first AC) · Tags: binary search, brute force, implementation, two pointers

[ngpin04's solution](#)

**427.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,068 global accepts · Rating: 1500 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, number theory

[ngpin04's solution](#)

**428.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[ngpin04's solution](#)

**429.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ngpin04's solution](#)

**430.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[ngpin04's solution](#)

**431.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math  
[ngpin04's solution](#)

**432.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[ngpin04's solution](#)

**433.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math  
[ngpin04's solution](#)

**434.**

2069C

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

Quality: 14,823 global accepts · Rating: 1500 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers  
[ngpin04's solution](#)

**435.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings  
[ngpin04's solution](#)

**436.**

2060E

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

Quality: 12,254 global accepts · Rating: 1500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy  
[ngpin04's solution](#)

**437.**

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,733 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math  
[ngpin04's solution](#)

**438.**

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[ngpin04's solution](#)

**439.**

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[ngpin04's solution](#)

**440.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures,

greedy

[ngpin04's solution](#)

**441.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**442.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[ngpin04's solution](#)

**443.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**444.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**445.**

1738C

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

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[ngpin04's solution](#)

**446.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games  
[ngpin04's solution](#)

**447.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[ngpin04's solution](#)

**448.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ngpin04's solution](#)

**449.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation  
[ngpin04's solution](#)

**450.**

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[ngpin04's solution](#)

**451.**

1487D

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

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ngpin04's solution](#)

**452.**

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ngpin04's solution](#)

**453.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ngpin04's solution](#)

**454.**

553A

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

Quality: 9,832 global accepts · Rating: 1500 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**455.**

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ngpin04's solution](#)

**456.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[ngpin04's solution](#)

**457.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ngpin04's solution](#)

**458.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**459.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[ngpin04's solution](#)

**460.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[ngpin04's solution](#)

**461.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,737 global accepts · Rating: 1500 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[ngpin04's solution](#)

**462.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation  
[ngpin04's solution](#)

**463.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[ngpin04's solution](#)

**464.**

1300C

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

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[ngpin04's solution](#)

**465.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings  
[ngpin04's solution](#)

**466.**

1265C

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

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

**467.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[ngpin04's solution](#)

**468.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ngpin04's solution](#)

**469.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · FPC (first AC) · Tags: dp, implementation  
[ngpin04's solution](#)

**470.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-09-15 · FPC (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**471.**

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

**472.**

1163B1

[Cat Party \(Easy Edition\) · Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-08-14 · FPC (first AC) · Tags: data structures, implementation

[ngpin04's solution](#)

**473.**

2193F

[Pizza Delivery · Tutorial](#)

Quality: 8,464 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ngpin04's solution](#)

**474.**

2162E

[Beautiful Palindromes · Tutorial](#)

Quality: 9,337 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[ngpin04's solution](#)

**475.**

2018A

[Cards Partition · Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ngpin04's solution](#)

**476.**

2103C

[Median Splits · Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[ngpin04's solution](#)

**477.**

2125D

[Segments Covering · Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[ngpin04's solution](#)

**478.**

2117E

[Lost Soul · Tutorial](#)

Quality: 11,858 global accepts · Rating: 1600 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**479.**

2084D

[Arcology On Permafrost · Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[ngpin04's solution](#)

**480.**

2085C

[Serval and The Formula · Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ngpin04's solution](#)

**481.**

2074E

[Empty Triangle · Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[ngpin04's solution](#)

**482.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[ngpin04's solution](#)

**483.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[ngpin04's solution](#)

**484.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures  
[ngpin04's solution](#)

**485.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp  
[ngpin04's solution](#)

**486.**

2063C

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

Quality: 14,644 global accepts · Rating: 1600 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[ngpin04's solution](#)

**487.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ngpin04's solution](#)

**488.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
[ngpin04's solution](#)

**489.**

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[ngpin04's solution](#)

**490.**

1917C

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

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math  
[ngpin04's solution](#)

**491.**

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**492.**

1861C

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

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[ngpin04's solution](#)

**493.**

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**494.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ngpin04's solution](#)

**495.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**496.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[ngpin04's solution](#)

**497.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ngpin04's solution](#)

**498.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[ngpin04's solution](#)

**499.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ngpin04's solution](#)

**500.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**501.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**502.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

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### 503.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[ngpin04's solution](#)

### 504.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[ngpin04's solution](#)

### 505.

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[ngpin04's solution](#)

### 506.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

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### 507.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

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### 508.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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### 509.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: math, number theory

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### 510.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: math, number theory, sortings

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### 511.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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### 512.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[ngpin04's solution](#)

**513.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**514.**

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
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**515.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[ngpin04's solution](#)

**516.**

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**517.**

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,126 global accepts · Rating: 1600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**518.**

858D

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Quality: 4,183 global accepts · Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
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**519.**

1121C

[System Testing](#) · [Tutorial](#)

Quality: 2,120 global accepts · Rating: 1600 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**520.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation  
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**521.**

1291C

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Rating: 1600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math  
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**522.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
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**523.**

369C

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**524.**

1238C

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**525.**

2135B

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**526.**

2104E

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2090C

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**528.**

2089A

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**529.**

2122C

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**530.**

2086D

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**531.**

2123F

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**532.**

2071C

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**533.**

2072F

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**534.**

2112D

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Quality: 9,442 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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**535.**

2065G

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**536.**

2065F

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**537.**

1984C2

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**538.**

1903D1

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**539.**

1942C2

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**540.**

1810D

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**541.**

1930C

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**542.**

1948D

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**543.**

1936A

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**544.**

1916D

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**545.**

1896D

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**546.**

1901D

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**547.**

1893B

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1890D

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**549.**

1822G1

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1868B1

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**551.**

1765D

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1735D

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1693B

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1677B

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1672D

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1628B

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**559.**

1626C

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1621C

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**561.**

1586C

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**562.**

1592C

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**563.**

1580A

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**564.**

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**565.**

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

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**566.**

1474C

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**567.**

1267E

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**568.**

1361A

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**569.**

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Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**570.**

627A

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**571.**

739A

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**572.**

1359C

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Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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**573.**

1360F

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**574.**

1343D

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Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

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**575.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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**576.**

1330D

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**577.**

1332D

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**578.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

**579.**

1209D

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**580.**

813C

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**581.**

1176E

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**582.**

229B

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Quality: 5,786 global accepts · Rating: 1700 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[ngpin04's solution](#)

**583.**

405D

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**584.**

1254A

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Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
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**585.**

460C

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**586.**

1324E

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**587.**

1194D

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**588.**

1301C

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**589.**

798C

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**590.**

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**591.**

479D

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Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
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**592.**

924C

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**593.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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**594.**

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ngpin04's solution](#)

**595.**

1269C

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Rating: 1700 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**596.**

1257D

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Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

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**597.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ngpin04's solution](#)

**598.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ngpin04's solution](#)

**599.**

1248C

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

Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**600.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · FPC (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**601.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[ngpin04's solution](#)

**602.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[ngpin04's solution](#)

**603.**

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees

[ngpin04's solution](#)

**604.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy  
[ngpin04's solution](#)

## 605.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[ngpin04's solution](#)

## 606.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,157 global accepts · Rating: 1800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp  
[ngpin04's solution](#)

## 607.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[ngpin04's solution](#)

## 608.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers  
[ngpin04's solution](#)

## 609.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[ngpin04's solution](#)

## 610.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[ngpin04's solution](#)

## 611.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings  
[ngpin04's solution](#)

## 612.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[ngpin04's solution](#)

## 613.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
[ngpin04's solution](#)

## 614.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ngpin04's solution](#)

### 615.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

### 616.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[ngpin04's solution](#)

### 617.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[ngpin04's solution](#)

### 618.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ngpin04's solution](#)

### 619.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ngpin04's solution](#)

### 620.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[ngpin04's solution](#)

### 621.

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[ngpin04's solution](#)

### 622.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,230 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[ngpin04's solution](#)

### 623.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[ngpin04's solution](#)

### 624.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[ngpin04's solution](#)

**625.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[ngpin04's solution](#)

**626.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation  
[ngpin04's solution](#)

**627.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[ngpin04's solution](#)

**628.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[ngpin04's solution](#)

**629.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[ngpin04's solution](#)

**630.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings  
[ngpin04's solution](#)

**631.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[ngpin04's solution](#)

**632.**

220B

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

Quality: 12,886 global accepts · Rating: 1800 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures  
[ngpin04's solution](#)

**633.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ngpin04's solution](#)

**634.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[ngpin04's solution](#)

**635.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[ngpin04's solution](#)

**636.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

**637.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[ngpin04's solution](#)

**638.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[ngpin04's solution](#)

**639.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ngpin04's solution](#)

**640.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[ngpin04's solution](#)

**641.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ngpin04's solution](#)

**642.**

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[ngpin04's solution](#)

**643.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ngpin04's solution](#)

**644.**

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ngpin04's solution](#)

**645.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

number theory, ternary search, two pointers

[ngpin04's solution](#)

**646.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[ngpin04's solution](#)

**647.**

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[ngpin04's solution](#)

**648.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[ngpin04's solution](#)

**649.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ngpin04's solution](#)

**650.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[ngpin04's solution](#)

**651.**

1339D

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

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[ngpin04's solution](#)

**652.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ngpin04's solution](#)

**653.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[ngpin04's solution](#)

**654.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ngpin04's solution](#)

**655.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs,

greedy, math

[ngpin04's solution](#)

**656.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**657.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**658.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ngpin04's solution](#)

**659.**

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ngpin04's solution](#)

**660.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ngpin04's solution](#)

**661.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[ngpin04's solution](#)

**662.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ngpin04's solution](#)

**663.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[ngpin04's solution](#)

**664.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ngpin04's solution](#)

**665.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[ngpin04's solution](#)

**666.**

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**667.**

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[ngpin04's solution](#)

**668.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[ngpin04's solution](#)

**669.**

433C

[Ryouko's Memory Note](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings  
[ngpin04's solution](#)

**670.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

**671.**

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

**672.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ngpin04's solution](#)

**673.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[ngpin04's solution](#)

**674.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ngpin04's solution](#)

**675.**

2200F

[Mooclear Reactor 2](#) · [Tutorial](#)

Quality: 2,892 global accepts · Rating: 1900 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ngpin04's solution](#)

**676.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[ngpin04's solution](#)

**677.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,422 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math  
[ngpin04's solution](#)

**678.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[ngpin04's solution](#)

**679.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math  
[ngpin04's solution](#)

**680.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings  
[ngpin04's solution](#)

**681.**

2093G

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

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers  
[ngpin04's solution](#)

**682.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings  
[ngpin04's solution](#)

**683.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers  
[ngpin04's solution](#)

**684.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[ngpin04's solution](#)

**685.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ngpin04's solution](#)

**686.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[ngpin04's solution](#)

**687.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ngpin04's solution](#)

**688.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[ngpin04's solution](#)

**689.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[ngpin04's solution](#)

**690.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[ngpin04's solution](#)

**691.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ngpin04's solution](#)

**692.**

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[ngpin04's solution](#)

**693.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[ngpin04's solution](#)

**694.**

1887A2

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Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

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**695.**

1064E

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Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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**696.**

1882D

[Tree XOR](#) · [Tutorial](#)

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**697.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

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**698.**

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

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**699.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[ngpin04's solution](#)

**700.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

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**701.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

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**702.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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**703.**

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**704.**

1627D

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Quality: 9,369 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

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**705.**

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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**706.**

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

[ngpin04's solution](#)

**707.**

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ngpin04's solution](#)

**708.**

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: matrices

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**709.**

1545B

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**710.**

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[ngpin04's solution](#)

**711.**

656A

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

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**712.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ngpin04's solution](#)

**713.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: dp

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**714.**

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

**715.**

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

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**716.**

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[ngpin04's solution](#)

**717.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ngpin04's solution](#)

**718.**

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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**719.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ngpin04's solution](#)

**720.**

1114D

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**721.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[ngpin04's solution](#)

**722.**

1361B

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**723.**

926E

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**724.**

1365E

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**725.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

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[ngpin04's solution](#)

**726.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

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**727.**

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing  
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**728.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**729.**

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
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**730.**

529B

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**731.**

20C

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Quality: 46,888 global accepts · Rating: 1900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
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**732.**

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
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**733.**

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**734.**

1031D

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**735.**

1168B

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**736.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
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**737.**

1012C

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**738.**

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
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**739.**

730J

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Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**740.**

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
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**741.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
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**742.**

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
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**743.**

1272E

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Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
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**744.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
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**745.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
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**746.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
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**747.**

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**748.**

534D

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Quality: 2,575 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy

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**749.**

1242B

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Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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**750.**

558C

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Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[ngpin04's solution](#)

**751.**

1328E

[Tree Queries](#) · [Tutorial](#)

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**752.**

1294E

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**753.**

999D

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**754.**

660D

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**755.**

566D

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**756.**

633C

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**757.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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**758.**

1216E1

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**759.**

1063C

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Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

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**760.**

103C

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Quality: 1,049 global accepts · Rating: 1900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**761.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

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**762.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

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**763.**

336B

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Quality: 1,371 global accepts · Rating: 1900 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: math

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**764.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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**765.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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**766.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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**767.**

199B

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**768.**

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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**769.**

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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**770.**

1163C1

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Quality: 3,581 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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**771.**

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

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**772.**

835D

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Quality: 4,661 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

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**773.**

457B

[Distributed Join](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 1900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**774.**

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ngpin04's solution](#)

**775.**

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 1900 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

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**776.**

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

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**777.**

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**778.**

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[ngpin04's solution](#)

**779.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

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**780.**

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

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**781.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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**782.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

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**783.**

524C

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Quality: 2,193 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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**784.**

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

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**785.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**786.**

1105D

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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**787.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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**788.**

2103D

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**789.**

2062E1

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Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

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**790.**

2085D

[Serval and Kaitenzushi Buffet · Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[ngpin04's solution](#)

**791.**

2075D

[Equalization · Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[ngpin04's solution](#)

**792.**

2074F

[Counting Necessary Nodes · Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[ngpin04's solution](#)

**793.**

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[ngpin04's solution](#)

**794.**

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[ngpin04's solution](#)

**795.**

2055D

[Scarecrow · Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ngpin04's solution](#)

**796.**

2057D

[Gifts Order · Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[ngpin04's solution](#)

**797.**

1987E

[Wonderful Tree! · Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[ngpin04's solution](#)

**798.**

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

[ngpin04's solution](#)

**799.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ngpin04's solution](#)

**800.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ngpin04's solution](#)

**801.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[ngpin04's solution](#)

**802.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ngpin04's solution](#)

**803.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ngpin04's solution](#)

**804.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[ngpin04's solution](#)

**805.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[ngpin04's solution](#)

**806.**

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ngpin04's solution](#)

**807.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ngpin04's solution](#)

**808.**

1867E1

[Salg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive,

math

[ngpin04's solution](#)

**809.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[ngpin04's solution](#)

**810.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[ngpin04's solution](#)

**811.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**812.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ngpin04's solution](#)

**813.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ngpin04's solution](#)

**814.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[ngpin04's solution](#)

**815.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**816.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[ngpin04's solution](#)

**817.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ngpin04's solution](#)

**818.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[ngpin04's solution](#)

**819.**

1588B

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

Quality: 2000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ngpin04's solution](#)

**820.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ngpin04's solution](#)

**821.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ngpin04's solution](#)

**822.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ngpin04's solution](#)

**823.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ngpin04's solution](#)

**824.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ngpin04's solution](#)

**825.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ngpin04's solution](#)

**826.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[ngpin04's solution](#)

**827.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[ngpin04's solution](#)

**828.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[ngpin04's solution](#)

**829.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Quality: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[ngpin04's solution](#)

**830.**

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-08-27 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[ngpin04's solution](#)

**831.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ngpin04's solution](#)

**832.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ngpin04's solution](#)

**833.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[ngpin04's solution](#)

**834.**

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ngpin04's solution](#)

**835.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[ngpin04's solution](#)

**836.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ngpin04's solution](#)

**837.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**838.**

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[ngpin04's solution](#)

**839.**

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[ngpin04's solution](#)

**840.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[ngpin04's solution](#)

**841.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[ngpin04's solution](#)

**842.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**843.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**844.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[ngpin04's solution](#)

**845.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ngpin04's solution](#)

**846.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ngpin04's solution](#)

**847.**

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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**848.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**849.**

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[ngpin04's solution](#)

**850.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

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**851.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ngpin04's solution](#)

**852.**

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**853.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[ngpin04's solution](#)

**854.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[ngpin04's solution](#)

**855.**

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ngpin04's solution](#)

**856.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ngpin04's solution](#)

**857.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ngpin04's solution](#)

**858.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ngpin04's solution](#)

**859.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[ngpin04's solution](#)

**860.**

1350E

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

Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths  
[ngpin04's solution](#)

**861.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**862.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[ngpin04's solution](#)

**863.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[ngpin04's solution](#)

**864.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers  
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**865.**

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**866.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[ngpin04's solution](#)

**867.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2020-04-22 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[ngpin04's solution](#)

**868.**

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**869.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[ngpin04's solution](#)

**870.**

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation  
[ngpin04's solution](#)

**871.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ngpin04's solution](#)

**872.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[ngpin04's solution](#)

**873.**

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[ngpin04's solution](#)

**874.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[ngpin04's solution](#)

**875.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ngpin04's solution](#)

**876.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ngpin04's solution](#)

**877.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ngpin04's solution](#)

**878.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[ngpin04's solution](#)

**879.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[ngpin04's solution](#)

**880.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ngpin04's solution](#)

**881.**

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ngpin04's solution](#)

**882.**

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ngpin04's solution](#)

**883.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ngpin04's solution](#)

**884.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[ngpin04's solution](#)

**885.**

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

**886.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[ngpin04's solution](#)

**887.**

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,164 global accepts · Rating: 2000 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[ngpin04's solution](#)

**888.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[ngpin04's solution](#)

**889.**

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[ngpin04's solution](#)

**890.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[ngpin04's solution](#)

**891.**

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, math

[ngpin04's solution](#)

**892.**

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ngpin04's solution](#)

**893.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**894.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**895.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[ngpin04's solution](#)

**896.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ngpin04's solution](#)

**897.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[ngpin04's solution](#)

**898.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ngpin04's solution](#)

**899.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[ngpin04's solution](#)

**900.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,041 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[ngpin04's solution](#)

**901.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ngpin04's solution](#)

**902.**

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ngpin04's solution](#)

**903.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[ngpin04's solution](#)

**904.**

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[ngpin04's solution](#)

**905.**

720A

[Closing ceremony](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ngpin04's solution](#)

**906.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ngpin04's solution](#)

**907.**

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[ngpin04's solution](#)

**908.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ngpin04's solution](#)

**909.**

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[ngpin04's solution](#)

**910.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ngpin04's solution](#)

**911.**

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[ngpin04's solution](#)

**912.**

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[ngpin04's solution](#)

**913.**

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[ngpin04's solution](#)

**914.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[ngpin04's solution](#)

**915.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ngpin04's solution](#)

**916.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ngpin04's solution](#)

**917.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ngpin04's solution](#)

**918.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ngpin04's solution](#)

**919.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[ngpin04's solution](#)

**920.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[ngpin04's solution](#)

**921.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 2000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ngpin04's solution](#)

**922.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[ngpin04's solution](#)

**923.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[ngpin04's solution](#)

**924.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[ngpin04's solution](#)

**925.**

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[ngpin04's solution](#)

**926.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ngpin04's solution](#)

**927.**

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[ngpin04's solution](#)

**928.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[ngpin04's solution](#)

**929.**

1248D1

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[ngpin04's solution](#)

**930.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
[ngpin04's solution](#)

**931.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings  
[ngpin04's solution](#)

**932.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**933.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[ngpin04's solution](#)

**934.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[ngpin04's solution](#)

**935.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math  
[ngpin04's solution](#)

**936.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**937.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings  
[ngpin04's solution](#)

**938.**

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry  
[ngpin04's solution](#)

**939.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

**940.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ngpin04's solution](#)

**941.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math  
[ngpin04's solution](#)

**942.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[ngpin04's solution](#)

**943.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ngpin04's solution](#)

**944.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ngpin04's solution](#)

**945.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ngpin04's solution](#)

**946.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[ngpin04's solution](#)

**947.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[ngpin04's solution](#)

**948.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[ngpin04's solution](#)

**949.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ngpin04's solution](#)

**950.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[ngpin04's solution](#)

**951.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[ngpin04's solution](#)

**952.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[ngpin04's solution](#)

**953.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[ngpin04's solution](#)

**954.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**955.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ngpin04's solution](#)

**956.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ngpin04's solution](#)

**957.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ngpin04's solution](#)

**958.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[ngpin04's solution](#)

**959.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[ngpin04's solution](#)

**960.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ngpin04's solution](#)

**961.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[ngpin04's solution](#)

**962.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[ngpin04's solution](#)

**963.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[ngpin04's solution](#)

**964.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ngpin04's solution](#)

**965.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ngpin04's solution](#)

**966.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**967.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[ngpin04's solution](#)

**968.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[ngpin04's solution](#)

**969.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[ngpin04's solution](#)

**970.**

1387B1

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

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees

[ngpin04's solution](#)

**971.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[ngpin04's solution](#)

**972.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[ngpin04's solution](#)

**973.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[ngpin04's solution](#)

**974.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: dp, math

[ngpin04's solution](#)

**975.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ngpin04's solution](#)

**976.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[ngpin04's solution](#)

**977.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[ngpin04's solution](#)

**978.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: geometry, sortings

[ngpin04's solution](#)

**979.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ngpin04's solution](#)

**980.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[ngpin04's solution](#)

**981.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**982.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ngpin04's solution](#)

**983.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: combinatorics, math

[ngpin04's solution](#)

**984.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ngpin04's solution](#)

**985.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,428 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**986.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[ngpin04's solution](#)

**987.**

463E

[Caixa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[ngpin04's solution](#)

**988.**

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[ngpin04's solution](#)

**989.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

**990.**

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices, sortings

[ngpin04's solution](#)

**991.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[ngpin04's solution](#)

**992.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees  
[ngpin04's solution](#)

**993.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings  
[ngpin04's solution](#)

**994.**

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory  
[ngpin04's solution](#)

**995.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[ngpin04's solution](#)

**996.**

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[ngpin04's solution](#)

**997.**

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math  
[ngpin04's solution](#)

**998.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy  
[ngpin04's solution](#)

**999.**

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, trees  
[ngpin04's solution](#)

**1000.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[ngpin04's solution](#)

**1001.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[ngpin04's solution](#)

**1002.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games  
[ngpin04's solution](#)

### 1003.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings  
[ngpin04's solution](#)

### 1004.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees  
[ngpin04's solution](#)

### 1005.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

### 1006.

457C

[Elections](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[ngpin04's solution](#)

### 1007.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[ngpin04's solution](#)

### 1008.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[ngpin04's solution](#)

### 1009.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

### 1010.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[ngpin04's solution](#)

### 1011.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

### 1012.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar  
[ngpin04's solution](#)

### 1013.

576C

#### [Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[ngpin04's solution](#)

### 1014.

993C

#### [Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[ngpin04's solution](#)

### 1015.

1185G1

#### [Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ngpin04's solution](#)

### 1016.

225E

#### [Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

### 1017.

1098B

#### [Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ngpin04's solution](#)

### 1018.

507E

#### [Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ngpin04's solution](#)

### 1019.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ngpin04's solution](#)

### 1020.

1029E

#### [Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-07-10 · last AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[ngpin04's solution](#)

### 1021.

1278D

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

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ngpin04's solution](#)

### 1022.

702E

#### [Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[ngpin04's solution](#)

**1023.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[ngpin04's solution](#)

**1024.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math  
[ngpin04's solution](#)

**1025.**

992D

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

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[ngpin04's solution](#)

**1026.**

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[ngpin04's solution](#)

**1027.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory  
[ngpin04's solution](#)

**1028.**

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, sortings  
[ngpin04's solution](#)

**1029.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings  
[ngpin04's solution](#)

**1030.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs  
[ngpin04's solution](#)

**1031.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[ngpin04's solution](#)

**1032.**

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths  
[ngpin04's solution](#)

### 1033.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math  
[ngpin04's solution](#)

### 1034.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[ngpin04's solution](#)

### 1035.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[ngpin04's solution](#)

### 1036.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[ngpin04's solution](#)

### 1037.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[ngpin04's solution](#)

### 1038.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees  
[ngpin04's solution](#)

### 1039.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings  
[ngpin04's solution](#)

### 1040.

301B

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

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths  
[ngpin04's solution](#)

### 1041.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ngpin04's solution](#)

### 1042.

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[ngpin04's solution](#)

### 1043.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry

[ngpin04's solution](#)

### 1044.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[ngpin04's solution](#)

### 1045.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[ngpin04's solution](#)

### 1046.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ngpin04's solution](#)

### 1047.

1203F1

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

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ngpin04's solution](#)

### 1048.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[ngpin04's solution](#)

### 1049.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[ngpin04's solution](#)

### 1050.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[ngpin04's solution](#)

### 1051.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[ngpin04's solution](#)

### 1052.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[ngpin04's solution](#)

### 1053.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[ngpin04's solution](#)

**1054.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ngpin04's solution](#)

**1055.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings  
[ngpin04's solution](#)

**1056.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[ngpin04's solution](#)

**1057.**

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math  
[ngpin04's solution](#)

**1058.**

875C

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

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation  
[ngpin04's solution](#)

**1059.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[ngpin04's solution](#)

**1060.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms  
[ngpin04's solution](#)

**1061.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
[ngpin04's solution](#)

**1062.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[ngpin04's solution](#)

**1063.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[ngpin04's solution](#)

**1064.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[ngpin04's solution](#)

**1065.**

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ngpin04's solution](#)

**1066.**

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ngpin04's solution](#)

**1067.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[ngpin04's solution](#)

**1068.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[ngpin04's solution](#)

**1069.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[ngpin04's solution](#)

**1070.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[ngpin04's solution](#)

**1071.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices  
[ngpin04's solution](#)

**1072.**

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[ngpin04's solution](#)

**1073.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

**1074.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[ngpin04's solution](#)

**1075.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[ngpin04's solution](#)

**1076.**

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ngpin04's solution](#)

**1077.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[ngpin04's solution](#)

**1078.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[ngpin04's solution](#)

**1079.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[ngpin04's solution](#)

**1080.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ngpin04's solution](#)

**1081.**

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

**1082.**

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[ngpin04's solution](#)

**1083.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[ngpin04's solution](#)

**1084.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[ngpin04's solution](#)

**1085.**

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees  
[ngpin04's solution](#)

**1086.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities  
[ngpin04's solution](#)

**1087.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[ngpin04's solution](#)

**1088.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[ngpin04's solution](#)

**1089.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math  
[ngpin04's solution](#)

**1090.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory  
[ngpin04's solution](#)

**1091.**

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees  
[ngpin04's solution](#)

**1092.**

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices  
[ngpin04's solution](#)

**1093.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory  
[ngpin04's solution](#)

### 1094.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp  
[ngpin04's solution](#)

### 1095.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[ngpin04's solution](#)

### 1096.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[ngpin04's solution](#)

### 1097.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation  
[ngpin04's solution](#)

### 1098.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[ngpin04's solution](#)

### 1099.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees  
[ngpin04's solution](#)

### 1100.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[ngpin04's solution](#)

### 1101.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[ngpin04's solution](#)

### 1102.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[ngpin04's solution](#)

### 1103.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[ngpin04's solution](#)

### 1104.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive  
[ngpin04's solution](#)

### 1105.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees  
[ngpin04's solution](#)

### 1106.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[ngpin04's solution](#)

### 1107.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers  
[ngpin04's solution](#)

### 1108.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs  
[ngpin04's solution](#)

### 1109.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[ngpin04's solution](#)

### 1110.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory  
[ngpin04's solution](#)

### 1111.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ngpin04's solution](#)

### 1112.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[ngpin04's solution](#)

### 1113.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp  
[ngpin04's solution](#)

**1114.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities  
[ngpin04's solution](#)

**1115.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation  
[ngpin04's solution](#)

**1116.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers  
[ngpin04's solution](#)

**1117.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
[ngpin04's solution](#)

**1118.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math  
[ngpin04's solution](#)

**1119.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[ngpin04's solution](#)

**1120.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[ngpin04's solution](#)

**1121.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers  
[ngpin04's solution](#)

**1122.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[ngpin04's solution](#)

**1123.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures,

implementation

[ngpin04's solution](#)

**1124.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1125.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[ngpin04's solution](#)

**1126.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ngpin04's solution](#)

**1127.**

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[ngpin04's solution](#)

**1128.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ngpin04's solution](#)

**1129.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[ngpin04's solution](#)

**1130.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2020-09-29 · last AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[ngpin04's solution](#)

**1131.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ngpin04's solution](#)

**1132.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[ngpin04's solution](#)

**1133.**

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[ngpin04's solution](#)

**1134.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[ngpin04's solution](#)

**1135.**

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths  
[ngpin04's solution](#)

**1136.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[ngpin04's solution](#)

**1137.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings  
[ngpin04's solution](#)

**1138.**

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**1139.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[ngpin04's solution](#)

**1140.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, data structures  
[ngpin04's solution](#)

**1141.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math  
[ngpin04's solution](#)

**1142.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math  
[ngpin04's solution](#)

**1143.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[ngpin04's solution](#)

**1144.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math  
[ngpin04's solution](#)

**1145.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**1146.**

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation  
[ngpin04's solution](#)

**1147.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[ngpin04's solution](#)

**1148.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[ngpin04's solution](#)

**1149.**

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings  
[ngpin04's solution](#)

**1150.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[ngpin04's solution](#)

**1151.**

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math  
[ngpin04's solution](#)

**1152.**

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1153.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs  
[ngpin04's solution](#)

**1154.**

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[ngpin04's solution](#)

**1155.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[ngpin04's solution](#)

**1156.**

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[ngpin04's solution](#)

**1157.**

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-10-05 · last AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ngpin04's solution](#)

**1158.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[ngpin04's solution](#)

**1159.**

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ngpin04's solution](#)

**1160.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings  
[ngpin04's solution](#)

**1161.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**1162.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[ngpin04's solution](#)

**1163.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ngpin04's solution](#)

**1164.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2020-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

**1165.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ngpin04's solution](#)

**1166.**

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ngpin04's solution](#)

**1167.**

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2020-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ngpin04's solution](#)

**1168.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ngpin04's solution](#)

**1169.**

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ngpin04's solution](#)

**1170.**

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ngpin04's solution](#)

**1171.**

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[ngpin04's solution](#)

**1172.**

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[ngpin04's solution](#)

**1173.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ngpin04's solution](#)

**1174.**

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees  
[ngpin04's solution](#)

**1175.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,897 global accepts · Rating: 2200 · first AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees  
[ngpin04's solution](#)

**1176.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math  
[ngpin04's solution](#)

**1177.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,097 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[ngpin04's solution](#)

**1178.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: binary search, two pointers  
[ngpin04's solution](#)

**1179.**

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, sortings, trees  
[ngpin04's solution](#)

**1180.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees  
[ngpin04's solution](#)

**1181.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dp  
[ngpin04's solution](#)

**1182.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**1183.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: data structures, trees  
[ngpin04's solution](#)

**1184.**

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[ngpin04's solution](#)

**1185.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: data structures

[ngpin04's solution](#)

**1186.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[ngpin04's solution](#)

**1187.**

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[ngpin04's solution](#)

**1188.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: games, math

[ngpin04's solution](#)

**1189.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2020-08-29 · last AC: 2020-08-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ngpin04's solution](#)

**1190.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ngpin04's solution](#)

**1191.**

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[ngpin04's solution](#)

**1192.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2020-08-25 · last AC: 2020-08-25 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[ngpin04's solution](#)

**1193.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[ngpin04's solution](#)

**1194.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: brute force, number theory, trees  
[ngpin04's solution](#)

**1195.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ngpin04's solution](#)

**1196.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[ngpin04's solution](#)

**1197.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ngpin04's solution](#)

**1198.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy  
[ngpin04's solution](#)

**1199.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings  
[ngpin04's solution](#)

**1200.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities  
[ngpin04's solution](#)

**1201.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[ngpin04's solution](#)

**1202.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory  
[ngpin04's solution](#)

**1203.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees  
[ngpin04's solution](#)

**1204.**

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[ngpin04's solution](#)

**1205.**

1295E

[Permutation Separation · Tutorial](#)

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ngpin04's solution](#)

**1206.**

1140E

[Palindrome-less Arrays · Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[ngpin04's solution](#)

**1207.**

762E

[Radio stations · Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[ngpin04's solution](#)

**1208.**

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1209.**

1272F

[Two Bracket Sequences · Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[ngpin04's solution](#)

**1210.**

1252E

[Songwriter · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[ngpin04's solution](#)

**1211.**

1157G

[Inverse of Rows and Columns · Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[ngpin04's solution](#)

**1212.**

402E

[Strictly Positive Matrix · Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[ngpin04's solution](#)

**1213.**

555C

[Case of Chocolate · Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ngpin04's solution](#)

**1214.**

1384B2

[Koa and the Beach \(Hard Version\) · Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ngpin04's solution](#)

### 1215.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[ngpin04's solution](#)

### 1216.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[ngpin04's solution](#)

### 1217.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[ngpin04's solution](#)

### 1218.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[ngpin04's solution](#)

### 1219.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[ngpin04's solution](#)

### 1220.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-08-10 · last AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ngpin04's solution](#)

### 1221.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[ngpin04's solution](#)

### 1222.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[ngpin04's solution](#)

### 1223.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[ngpin04's solution](#)

### 1224.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[ngpin04's solution](#)

### 1225.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[ngpin04's solution](#)

### 1226.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[ngpin04's solution](#)

### 1227.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ngpin04's solution](#)

### 1228.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[ngpin04's solution](#)

### 1229.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[ngpin04's solution](#)

### 1230.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[ngpin04's solution](#)

### 1231.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[ngpin04's solution](#)

### 1232.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[ngpin04's solution](#)

### 1233.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ngpin04's solution](#)

### 1234.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ngpin04's solution](#)

**1235.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees  
[ngpin04's solution](#)

**1236.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ngpin04's solution](#)

**1237.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer  
[ngpin04's solution](#)

**1238.**

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[ngpin04's solution](#)

**1239.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[ngpin04's solution](#)

**1240.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[ngpin04's solution](#)

**1241.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[ngpin04's solution](#)

**1242.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[ngpin04's solution](#)

**1243.**

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[ngpin04's solution](#)

**1244.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[ngpin04's solution](#)

**1245.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ngpin04's solution](#)

### 1246.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ngpin04's solution](#)

### 1247.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ngpin04's solution](#)

### 1248.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[ngpin04's solution](#)

### 1249.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ngpin04's solution](#)

### 1250.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ngpin04's solution](#)

### 1251.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[ngpin04's solution](#)

### 1252.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ngpin04's solution](#)

### 1253.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[ngpin04's solution](#)

### 1254.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[ngpin04's solution](#)

**1255.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[ngpin04's solution](#)

**1256.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[ngpin04's solution](#)

**1257.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ngpin04's solution](#)

**1258.**

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[ngpin04's solution](#)

**1259.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[ngpin04's solution](#)

**1260.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[ngpin04's solution](#)

**1261.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[ngpin04's solution](#)

**1262.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[ngpin04's solution](#)

**1263.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[ngpin04's solution](#)

**1264.**

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[ngpin04's solution](#)

**1265.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ngpin04's solution](#)

**1266.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ngpin04's solution](#)

**1267.**

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ngpin04's solution](#)

**1268.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[ngpin04's solution](#)

**1269.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[ngpin04's solution](#)

**1270.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ngpin04's solution](#)

**1271.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[ngpin04's solution](#)

**1272.**

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[ngpin04's solution](#)

**1273.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[ngpin04's solution](#)

**1274.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[ngpin04's solution](#)

**1275.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[ngpin04's solution](#)

**1276.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[ngpin04's solution](#)

**1277.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[ngpin04's solution](#)

**1278.**

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ngpin04's solution](#)

**1279.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ngpin04's solution](#)

**1280.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[ngpin04's solution](#)

**1281.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ngpin04's solution](#)

**1282.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ngpin04's solution](#)

**1283.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ngpin04's solution](#)

**1284.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[ngpin04's solution](#)

**1285.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ngpin04's solution](#)

**1286.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[ngpin04's solution](#)

**1287.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[ngpin04's solution](#)

**1288.**

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[ngpin04's solution](#)

**1289.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ngpin04's solution](#)

**1290.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ngpin04's solution](#)

**1291.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[ngpin04's solution](#)

**1292.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[ngpin04's solution](#)

**1293.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ngpin04's solution](#)

**1294.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ngpin04's solution](#)

**1295.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ngpin04's solution](#)

**1296.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[ngpin04's solution](#)

**1297.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ngpin04's solution](#)

**1298.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ngpin04's solution](#)

**1299.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ngpin04's solution](#)

**1300.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[ngpin04's solution](#)

**1301.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures

[ngpin04's solution](#)

**1302.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[ngpin04's solution](#)

**1303.**

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[ngpin04's solution](#)

**1304.**

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[ngpin04's solution](#)

**1305.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees

[ngpin04's solution](#)

**1306.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[ngpin04's solution](#)

**1307.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[ngpin04's solution](#)

**1308.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: dp, trees

[ngpin04's solution](#)

**1309.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[ngpin04's solution](#)

**1310.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, strings

[ngpin04's solution](#)

**1311.**

1239C

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

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[ngpin04's solution](#)

**1312.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, games

[ngpin04's solution](#)

**1313.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: graphs, implementation

[ngpin04's solution](#)

**1314.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

### 1315.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[ngpin04's solution](#)

### 1316.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[ngpin04's solution](#)

### 1317.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[ngpin04's solution](#)

### 1318.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

### 1319.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[ngpin04's solution](#)

### 1320.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[ngpin04's solution](#)

### 1321.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[ngpin04's solution](#)

### 1322.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows

[ngpin04's solution](#)

### 1323.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ngpin04's solution](#)

### 1324.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ngpin04's solution](#)

**1325.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy  
[ngpin04's solution](#)

**1326.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees  
[ngpin04's solution](#)

**1327.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings  
[ngpin04's solution](#)

**1328.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2020-10-15 · last AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[ngpin04's solution](#)

**1329.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2020-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[ngpin04's solution](#)

**1330.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings  
[ngpin04's solution](#)

**1331.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities  
[ngpin04's solution](#)

**1332.**

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[ngpin04's solution](#)

**1333.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[ngpin04's solution](#)

**1334.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ngpin04's solution](#)

**1335.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[ngpin04's solution](#)

### 1336.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[ngpin04's solution](#)

### 1337.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ngpin04's solution](#)

### 1338.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

### 1339.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[ngpin04's solution](#)

### 1340.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ngpin04's solution](#)

### 1341.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[ngpin04's solution](#)

### 1342.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2300 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[ngpin04's solution](#)

### 1343.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[ngpin04's solution](#)

### 1344.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[ngpin04's solution](#)

### 1345.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ngpin04's solution](#)

**1346.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ngpin04's solution](#)

**1347.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ngpin04's solution](#)

**1348.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ngpin04's solution](#)

**1349.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[ngpin04's solution](#)

**1350.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[ngpin04's solution](#)

**1351.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**1352.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ngpin04's solution](#)

**1353.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[ngpin04's solution](#)

**1354.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[ngpin04's solution](#)

**1355.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ngpin04's solution](#)

### 1356.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ngpin04's solution](#)

### 1357.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[ngpin04's solution](#)

### 1358.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[ngpin04's solution](#)

### 1359.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[ngpin04's solution](#)

### 1360.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[ngpin04's solution](#)

### 1361.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[ngpin04's solution](#)

### 1362.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[ngpin04's solution](#)

### 1363.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[ngpin04's solution](#)

### 1364.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ngpin04's solution](#)

### 1365.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1366.**

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive  
[ngpin04's solution](#)

**1367.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[ngpin04's solution](#)

**1368.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[ngpin04's solution](#)

**1369.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings  
[ngpin04's solution](#)

**1370.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices  
[ngpin04's solution](#)

**1371.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs  
[ngpin04's solution](#)

**1372.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[ngpin04's solution](#)

**1373.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[ngpin04's solution](#)

**1374.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[ngpin04's solution](#)

**1375.**

1886E

[IWanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy, math, sortings, two pointers

[ngpin04's solution](#)

**1376.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1377.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ngpin04's solution](#)

**1378.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[ngpin04's solution](#)

**1379.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[ngpin04's solution](#)

**1380.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[ngpin04's solution](#)

**1381.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

**1382.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ngpin04's solution](#)

**1383.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[ngpin04's solution](#)

**1384.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ngpin04's solution](#)

**1385.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[ngpin04's solution](#)

**1386.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[ngpin04's solution](#)

**1387.**

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

**1388.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[ngpin04's solution](#)

**1389.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ngpin04's solution](#)

**1390.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ngpin04's solution](#)

**1391.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[ngpin04's solution](#)

**1392.**

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ngpin04's solution](#)

**1393.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[ngpin04's solution](#)

**1394.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[ngpin04's solution](#)

**1395.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[ngpin04's solution](#)

**1396.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[ngpin04's solution](#)

**1397.**

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[ngpin04's solution](#)

**1398.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ngpin04's solution](#)

**1399.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[ngpin04's solution](#)

**1400.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[ngpin04's solution](#)

**1401.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ngpin04's solution](#)

**1402.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[ngpin04's solution](#)

**1403.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ngpin04's solution](#)

**1404.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[ngpin04's solution](#)

**1405.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[ngpin04's solution](#)

**1406.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[ngpin04's solution](#)

**1407.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,829 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ngpin04's solution](#)

**1408.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ngpin04's solution](#)

**1409.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows

[ngpin04's solution](#)

**1410.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[ngpin04's solution](#)

**1411.**

710F

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

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[ngpin04's solution](#)

**1412.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2021-03-14 · last AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[ngpin04's solution](#)

**1413.**

815C

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

Quality: 3,319 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[ngpin04's solution](#)

**1414.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[ngpin04's solution](#)

**1415.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[ngpin04's solution](#)

**1416.**

1080E

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

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[ngpin04's solution](#)

**1417.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[ngpin04's solution](#)

**1418.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[ngpin04's solution](#)

**1419.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[ngpin04's solution](#)

**1420.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees

[ngpin04's solution](#)

**1421.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2021-02-21 · last AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp, matrices

[ngpin04's solution](#)

**1422.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ngpin04's solution](#)

**1423.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[ngpin04's solution](#)

**1424.**

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[ngpin04's solution](#)

**1425.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings  
[ngpin04's solution](#)

### 1426.

359E

[Neatness](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2400 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar  
[ngpin04's solution](#)

### 1427.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[ngpin04's solution](#)

### 1428.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures  
[ngpin04's solution](#)

### 1429.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, matrices  
[ngpin04's solution](#)

### 1430.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math  
[ngpin04's solution](#)

### 1431.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[ngpin04's solution](#)

### 1432.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: math  
[ngpin04's solution](#)

### 1433.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[ngpin04's solution](#)

### 1434.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
[ngpin04's solution](#)

### 1435.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: sortings

[ngpin04's solution](#)

**1436.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ngpin04's solution](#)

**1437.**

1152E

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

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-01-27 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ngpin04's solution](#)

**1438.**

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-01-26 · last AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures

[ngpin04's solution](#)

**1439.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**1440.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[ngpin04's solution](#)

**1441.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ngpin04's solution](#)

**1442.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ngpin04's solution](#)

**1443.**

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[ngpin04's solution](#)

**1444.**

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices

[ngpin04's solution](#)

**1445.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: geometry

[ngpin04's solution](#)

**1446.**

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: data structures, greedy  
[ngpin04's solution](#)

**1447.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search  
[ngpin04's solution](#)

**1448.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive  
[ngpin04's solution](#)

**1449.**

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-01-14 · last AC: 2021-01-14 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[ngpin04's solution](#)

**1450.**

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp  
[ngpin04's solution](#)

**1451.**

1257F

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

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[ngpin04's solution](#)

**1452.**

869E

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

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: data structures, hashing  
[ngpin04's solution](#)

**1453.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: interactive, probabilities  
[ngpin04's solution](#)

**1454.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities  
[ngpin04's solution](#)

**1455.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[ngpin04's solution](#)

**1456.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[ngpin04's solution](#)

**1457.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: data structures, probabilities  
[ngpin04's solution](#)

**1458.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[ngpin04's solution](#)

**1459.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[ngpin04's solution](#)

**1460.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[ngpin04's solution](#)

**1461.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[ngpin04's solution](#)

**1462.**

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp

[ngpin04's solution](#)

**1463.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**1464.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ngpin04's solution](#)

**1465.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[ngpin04's solution](#)

**1466.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[ngpin04's solution](#)

**1467.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[ngpin04's solution](#)

**1468.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees  
[ngpin04's solution](#)

**1469.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ngpin04's solution](#)

**1470.**

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory  
[ngpin04's solution](#)

**1471.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-12-10 · last AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dp, implementation  
[ngpin04's solution](#)

**1472.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings  
[ngpin04's solution](#)

**1473.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2020-12-08 · last AC: 2020-12-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
[ngpin04's solution](#)

**1474.**

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: brute force, math, two pointers  
[ngpin04's solution](#)

**1475.**

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp, greedy  
[ngpin04's solution](#)

**1476.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings  
[ngpin04's solution](#)

**1477.**

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[ngpin04's solution](#)

**1478.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees  
[ngpin04's solution](#)

**1479.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[ngpin04's solution](#)

**1480.**

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ngpin04's solution](#)

**1481.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[ngpin04's solution](#)

**1482.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs  
[ngpin04's solution](#)

**1483.**

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2020-08-25 · last AC: 2020-08-25 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings  
[ngpin04's solution](#)

**1484.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[ngpin04's solution](#)

**1485.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[ngpin04's solution](#)

**1486.**

2106G2

[Baudelaire \(hard version\)](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[ngpin04's solution](#)

**1487.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[ngpin04's solution](#)

**1488.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[ngpin04's solution](#)

**1489.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[ngpin04's solution](#)

**1490.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[ngpin04's solution](#)

**1491.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[ngpin04's solution](#)

**1492.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[ngpin04's solution](#)

**1493.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ngpin04's solution](#)

**1494.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ngpin04's solution](#)

**1495.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-15 · last AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp,

math

[ngpin04's solution](#)

**1496.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[ngpin04's solution](#)

**1497.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[ngpin04's solution](#)

**1498.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[ngpin04's solution](#)

**1499.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[ngpin04's solution](#)

**1500.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[ngpin04's solution](#)

**1501.**

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[ngpin04's solution](#)

**1502.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[ngpin04's solution](#)

**1503.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[ngpin04's solution](#)

**1504.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[ngpin04's solution](#)

**1505.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math  
[ngpin04's solution](#)

**1506.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings  
[ngpin04's solution](#)

**1507.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings  
[ngpin04's solution](#)

**1508.**

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation  
[ngpin04's solution](#)

**1509.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[ngpin04's solution](#)

**1510.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees  
[ngpin04's solution](#)

**1511.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[ngpin04's solution](#)

**1512.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1513.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[ngpin04's solution](#)

**1514.**

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation  
[ngpin04's solution](#)

**1515.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**1516.**

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices  
[ngpin04's solution](#)

**1517.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math  
[ngpin04's solution](#)

**1518.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[ngpin04's solution](#)

**1519.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1520.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[ngpin04's solution](#)

**1521.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings  
[ngpin04's solution](#)

**1522.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[ngpin04's solution](#)

**1523.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[ngpin04's solution](#)

**1524.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math  
[ngpin04's solution](#)

**1525.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[ngpin04's solution](#)

**1526.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[ngpin04's solution](#)

**1527.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[ngpin04's solution](#)

**1528.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers  
[ngpin04's solution](#)

**1529.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[ngpin04's solution](#)

**1530.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees  
[ngpin04's solution](#)

**1531.**

1586F

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

Rating: 2500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[ngpin04's solution](#)

**1532.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[ngpin04's solution](#)

**1533.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[ngpin04's solution](#)

**1534.**

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy  
[ngpin04's solution](#)

**1535.**

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs  
[ngpin04's solution](#)

**1536.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[ngpin04's solution](#)

**1537.**

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings  
[ngpin04's solution](#)

**1538.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees  
[ngpin04's solution](#)

**1539.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[ngpin04's solution](#)

**1540.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[ngpin04's solution](#)

**1541.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ngpin04's solution](#)

**1542.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[ngpin04's solution](#)

**1543.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation  
[ngpin04's solution](#)

**1544.**

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
[ngpin04's solution](#)

**1545.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ngpin04's solution](#)

**1546.**

1387B2

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

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[ngpin04's solution](#)

**1547.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[ngpin04's solution](#)

**1548.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[ngpin04's solution](#)

**1549.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[ngpin04's solution](#)

**1550.**

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[ngpin04's solution](#)

**1551.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ngpin04's solution](#)

**1552.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

**1553.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1554.**

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2021-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[ngpin04's solution](#)

**1555.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide

and conquer, dp

[ngpin04's solution](#)

**1556.**

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[ngpin04's solution](#)

**1557.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ngpin04's solution](#)

**1558.**

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2021-05-15 · last AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[ngpin04's solution](#)

**1559.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[ngpin04's solution](#)

**1560.**

757E

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

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[ngpin04's solution](#)

**1561.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[ngpin04's solution](#)

**1562.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[ngpin04's solution](#)

**1563.**

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ngpin04's solution](#)

**1564.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive

[ngpin04's solution](#)

**1565.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ngpin04's solution](#)

**1566.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ngpin04's solution](#)

**1567.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[ngpin04's solution](#)

**1568.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[ngpin04's solution](#)

**1569.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[ngpin04's solution](#)

**1570.**

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ngpin04's solution](#)

**1571.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[ngpin04's solution](#)

**1572.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ngpin04's solution](#)

**1573.**

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ngpin04's solution](#)

**1574.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[ngpin04's solution](#)

**1575.**

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[ngpin04's solution](#)

**1576.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[ngpin04's solution](#)

**1577.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[ngpin04's solution](#)

**1578.**

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ngpin04's solution](#)

**1579.**

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers  
[ngpin04's solution](#)

**1580.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[ngpin04's solution](#)

**1581.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures  
[ngpin04's solution](#)

**1582.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers  
[ngpin04's solution](#)

**1583.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[ngpin04's solution](#)

**1584.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees  
[ngpin04's solution](#)

**1585.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths  
[ngpin04's solution](#)

**1586.**

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ngpin04's solution](#)

**1587.**

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search  
[ngpin04's solution](#)

**1588.**

348D

[Turtles · Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: dp, matrices  
[ngpin04's solution](#)

**1589.**

2108E

[Spruce Dispute · Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees  
[ngpin04's solution](#)

**1590.**

1982F

[Sorting Problem Again · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[ngpin04's solution](#)

**1591.**

1704F

[Colouring Game · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games  
[ngpin04's solution](#)

**1592.**

2104F

[Numbers and Strings · Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math  
[ngpin04's solution](#)

**1593.**

2103F

[Maximize Nor · Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[ngpin04's solution](#)

**1594.**

2103E

[Keep the Sum · Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[ngpin04's solution](#)

**1595.**

2122E

[Greedy Grid Counting · Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[ngpin04's solution](#)

**1596.**

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ngpin04's solution](#)

**1597.**

2119E

[And Constraint · Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[ngpin04's solution](#)

**1598.**

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

**1599.**

2071E

[LeaFall · Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ngpin04's solution](#)

**1600.**

2064F

[We Be Summing · Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[ngpin04's solution](#)

**1601.**

1778F

[Maximizing Root · Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[ngpin04's solution](#)

**1602.**

1793E

[Velepin and Marketing · Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ngpin04's solution](#)

**1603.**

1815D

[XOR Counting · Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ngpin04's solution](#)

**1604.**

1821F

[Timber · Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ngpin04's solution](#)

**1605.**

1945H

[GCD is Greater · Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[ngpin04's solution](#)

**1606.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices  
[ngpin04's solution](#)

**1607.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math  
[ngpin04's solution](#)

**1608.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths  
[ngpin04's solution](#)

**1609.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer  
[ngpin04's solution](#)

**1610.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ngpin04's solution](#)

**1611.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ngpin04's solution](#)

**1612.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[ngpin04's solution](#)

**1613.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[ngpin04's solution](#)

**1614.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings  
[ngpin04's solution](#)

**1615.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees  
[ngpin04's solution](#)

**1616.**

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**1617.**

1064F

[Candies for Children](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[ngpin04's solution](#)

**1618.**

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[ngpin04's solution](#)

**1619.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[ngpin04's solution](#)

**1620.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities  
[ngpin04's solution](#)

**1621.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[ngpin04's solution](#)

**1622.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees  
[ngpin04's solution](#)

**1623.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[ngpin04's solution](#)

**1624.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[ngpin04's solution](#)

**1625.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**1626.**

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms  
[ngpin04's solution](#)

**1627.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers  
[ngpin04's solution](#)

**1628.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation  
[ngpin04's solution](#)

**1629.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees  
[ngpin04's solution](#)

**1630.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[ngpin04's solution](#)

**1631.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft  
[ngpin04's solution](#)

**1632.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, fft, math, number theory  
[ngpin04's solution](#)

**1633.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory  
[ngpin04's solution](#)

**1634.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[ngpin04's solution](#)

**1635.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings  
[ngpin04's solution](#)

**1636.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths  
[ngpin04's solution](#)

**1637.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows  
[ngpin04's solution](#)

**1638.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[ngpin04's solution](#)

**1639.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math, strings  
[ngpin04's solution](#)

**1640.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ngpin04's solution](#)

**1641.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[ngpin04's solution](#)

**1642.**

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[ngpin04's solution](#)

**1643.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing  
[ngpin04's solution](#)

**1644.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers  
[ngpin04's solution](#)

**1645.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[ngpin04's solution](#)

**1646.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy  
[ngpin04's solution](#)

**1647.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[ngpin04's solution](#)

### 1648.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[ngpin04's solution](#)

### 1649.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[ngpin04's solution](#)

### 1650.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[ngpin04's solution](#)

### 1651.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[ngpin04's solution](#)

### 1652.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ngpin04's solution](#)

### 1653.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[ngpin04's solution](#)

### 1654.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

### 1655.

325C

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

Quality: 449 global accepts · Rating: 2600 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ngpin04's solution](#)

### 1656.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[ngpin04's solution](#)

### 1657.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

[ngpin04's solution](#)

**1658.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[ngpin04's solution](#)

**1659.**

1217F

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

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[ngpin04's solution](#)

**1660.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2021-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[ngpin04's solution](#)

**1661.**

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ngpin04's solution](#)

**1662.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ngpin04's solution](#)

**1663.**

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ngpin04's solution](#)

**1664.**

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[ngpin04's solution](#)

**1665.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ngpin04's solution](#)

**1666.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ngpin04's solution](#)

**1667.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1668.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[ngpin04's solution](#)

**1669.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[ngpin04's solution](#)

**1670.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[ngpin04's solution](#)

**1671.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[ngpin04's solution](#)

**1672.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[ngpin04's solution](#)

**1673.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2021-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[ngpin04's solution](#)

**1674.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2021-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ngpin04's solution](#)

**1675.**

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**1676.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[ngpin04's solution](#)

**1677.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[ngpin04's solution](#)

**1678.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ngpin04's solution](#)

**1679.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[ngpin04's solution](#)

**1680.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[ngpin04's solution](#)

**1681.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-11 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[ngpin04's solution](#)

**1682.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ngpin04's solution](#)

**1683.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[ngpin04's solution](#)

**1684.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[ngpin04's solution](#)

**1685.**

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ngpin04's solution](#)

**1686.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ngpin04's solution](#)

**1687.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ngpin04's solution](#)

**1688.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[ngpin04's solution](#)

**1689.**

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[ngpin04's solution](#)

**1690.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ngpin04's solution](#)

**1691.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[ngpin04's solution](#)

**1692.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ngpin04's solution](#)

**1693.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[ngpin04's solution](#)

**1694.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[ngpin04's solution](#)

**1695.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ngpin04's solution](#)

**1696.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1697.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[ngpin04's solution](#)

**1698.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings  
[ngpin04's solution](#)

**1699.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number theory  
[ngpin04's solution](#)

**1700.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[ngpin04's solution](#)

**1701.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[ngpin04's solution](#)

**1702.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation  
[ngpin04's solution](#)

**1703.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[ngpin04's solution](#)

**1704.**

2071F

[Towering Arrays](#) · [Tutorial](#)

Quality: 333 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[ngpin04's solution](#)

**1705.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[ngpin04's solution](#)

**1706.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees  
[ngpin04's solution](#)

**1707.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1708.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[ngpin04's solution](#)

**1709.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[ngpin04's solution](#)

**1710.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[ngpin04's solution](#)

**1711.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[ngpin04's solution](#)

**1712.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ngpin04's solution](#)

**1713.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[ngpin04's solution](#)

**1714.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[ngpin04's solution](#)

**1715.**

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ngpin04's solution](#)

**1716.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1717.**

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ngpin04's solution](#)

**1718.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**1719.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**1720.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, trees  
[ngpin04's solution](#)

**1721.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[ngpin04's solution](#)

**1722.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees  
[ngpin04's solution](#)

**1723.**

812D

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

Quality: 349 global accepts · Rating: 2700 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees  
[ngpin04's solution](#)

**1724.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs  
[ngpin04's solution](#)

**1725.**

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[ngpin04's solution](#)

**1726.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ngpin04's solution](#)

**1727.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**1728.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[ngpin04's solution](#)

**1729.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games  
[ngpin04's solution](#)

**1730.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[ngpin04's solution](#)

**1731.**

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[ngpin04's solution](#)

**1732.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[ngpin04's solution](#)

**1733.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers  
[ngpin04's solution](#)

**1734.**

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees  
[ngpin04's solution](#)

**1735.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs  
[ngpin04's solution](#)

**1736.**

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[ngpin04's solution](#)

**1737.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-08-24 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, math  
[ngpin04's solution](#)

**1738.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees  
[ngpin04's solution](#)

**1739.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2700 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[ngpin04's solution](#)

**1740.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[ngpin04's solution](#)

**1741.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[ngpin04's solution](#)

**1742.**

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[ngpin04's solution](#)

**1743.**

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks  
[ngpin04's solution](#)

**1744.**

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[ngpin04's solution](#)

**1745.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[ngpin04's solution](#)

**1746.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees  
[ngpin04's solution](#)

**1747.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[ngpin04's solution](#)

**1748.**

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[ngpin04's solution](#)

**1749.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ngpin04's solution](#)

**1750.**

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[ngpin04's solution](#)

**1751.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ngpin04's solution](#)

**1752.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ngpin04's solution](#)

**1753.**

105D

[Entertaining Geodetics](#) · [Tutorial](#)

Quality: 145 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, implementation

[ngpin04's solution](#)

**1754.**

1366F

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

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry, graphs

[ngpin04's solution](#)

**1755.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[ngpin04's solution](#)

**1756.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[ngpin04's solution](#)

**1757.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ngpin04's solution](#)

**1758.**

1388E

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

Quality: 648 global accepts · Rating: 2700 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[ngpin04's solution](#)

**1759.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[ngpin04's solution](#)

**1760.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation  
[ngpin04's solution](#)

**1761.**

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar  
[ngpin04's solution](#)

**1762.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[ngpin04's solution](#)

**1763.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[ngpin04's solution](#)

**1764.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings  
[ngpin04's solution](#)

**1765.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[ngpin04's solution](#)

**1766.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation  
[ngpin04's solution](#)

**1767.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees  
[ngpin04's solution](#)

**1768.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[ngpin04's solution](#)

**1769.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths  
[ngpin04's solution](#)

**1770.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[ngpin04's solution](#)

**1771.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[ngpin04's solution](#)

**1772.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, greedy  
[ngpin04's solution](#)

**1773.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers  
[ngpin04's solution](#)

**1774.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: data structures  
[ngpin04's solution](#)

**1775.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dsu  
[ngpin04's solution](#)

**1776.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp  
[ngpin04's solution](#)

**1777.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[ngpin04's solution](#)

**1778.**

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths  
[ngpin04's solution](#)

**1779.**

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs  
[ngpin04's solution](#)

**1780.**

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[ngpin04's solution](#)

**1781.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**1782.**

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-01-12 · last AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[ngpin04's solution](#)

**1783.**

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[ngpin04's solution](#)

**1784.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[ngpin04's solution](#)

**1785.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ngpin04's solution](#)

**1786.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[ngpin04's solution](#)

**1787.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[ngpin04's solution](#)

**1788.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[ngpin04's solution](#)

**1789.**

549F

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

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ngpin04's solution](#)

**1790.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[ngpin04's solution](#)

**1791.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[ngpin04's solution](#)

**1792.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ngpin04's solution](#)

**1793.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ngpin04's solution](#)

**1794.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[ngpin04's solution](#)

**1795.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[ngpin04's solution](#)

**1796.**

1612F

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

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[ngpin04's solution](#)

**1797.**

325E

[The Red Button](#) · [Tutorial](#)

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

[ngpin04's solution](#)

**1798.**

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[ngpin04's solution](#)

**1799.**

319D

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

Quality: 777 global accepts · Rating: 2800 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ngpin04's solution](#)

**1800.**

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ngpin04's solution](#)

**1801.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[ngpin04's solution](#)

**1802.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[ngpin04's solution](#)

**1803.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2021-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[ngpin04's solution](#)

**1804.**

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings

[ngpin04's solution](#)

**1805.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ngpin04's solution](#)

**1806.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ngpin04's solution](#)

**1807.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[ngpin04's solution](#)

**1808.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[ngpin04's solution](#)

**1809.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[ngpin04's solution](#)

**1810.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[ngpin04's solution](#)

**1811.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive  
[ngpin04's solution](#)

**1812.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings  
[ngpin04's solution](#)

**1813.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ngpin04's solution](#)

**1814.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ngpin04's solution](#)

**1815.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2021-05-18 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees  
[ngpin04's solution](#)

**1816.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees  
[ngpin04's solution](#)

**1817.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation  
[ngpin04's solution](#)

**1818.**

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft  
[ngpin04's solution](#)

**1819.**

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math  
[ngpin04's solution](#)

**1820.**

2056F2

[Xor of Median \(Hard Version\) · Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[ngpin04's solution](#)

**1821.**

1889D

[Game of Stacks · Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[ngpin04's solution](#)

**1822.**

739E

[Gosha is hunting · Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-05-23 · last AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ngpin04's solution](#)

**1823.**

1637G

[Birthday · Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ngpin04's solution](#)

**1824.**

1476F

[Lanterns · Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-08-08 · last AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ngpin04's solution](#)

**1825.**

1442E

[Black, White and Grey Tree · Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[ngpin04's solution](#)

**1826.**

1535F

[String Distance · Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[ngpin04's solution](#)

**1827.**

1887E

[Good Colorings · Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[ngpin04's solution](#)

**1828.**

1805F2

[Survival of the Weakest \(hard version\) · Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[ngpin04's solution](#)

**1829.**

1383C

[String Transformation 2 · Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[ngpin04's solution](#)

**1830.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ngpin04's solution](#)

**1831.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1832.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1833.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1834.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1835.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**1836.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1837.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1838.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1839.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1840.**

101208E

[Harvard](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1841.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1842.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1843.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1844.**

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1845.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1846.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1847.**

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1848.**

101205G

[Minimum Cost Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1849.**

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1850.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1851.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1852.**

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1853.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1854.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1855.**

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1856.**

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1857.**

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1858.**

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1859.**

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1860.**

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1861.**

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1862.**

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1863.**

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1864.**

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1865.**

105053B

[Beating the Record](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1866.**

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1867.**

105053J

[Joys of Trading](#) · [Tutorial](#)

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**1868.**

105053A

[Almost Aligned](#) · [Tutorial](#)

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**1869.**

105053F

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**1870.**

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1871.**

105053E

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**1872.**

105677L

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**1873.**

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1874.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

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**1875.**

105677B

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**1876.**

105677D

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**1877.**

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

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**1878.**

105633L

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Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1879.**

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1880.**

105633K

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Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1881.**

105633I

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Rating: — · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**1882.**

105633E

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**1883.**

105633C

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**1884.**

105633A

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**1885.**

105633B

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**1886.**

105677E

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**1887.**

105677J

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**1888.**

105677I

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**1889.**

105677G

[Guess How the Ballet Will End](#) · Tutorial

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**1890.**

105677H

[The king of SWERC](#) · Tutorial

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**1891.**

105584C

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Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1892.**

105584B

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**1893.**

105584A

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Rating: — · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1894.**

101615F

[Distinct Distances](#) · Tutorial

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**1895.**

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**1896.**

101615D

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**1897.**

101615G

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**1898.**

101615M

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**1899.**

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**1900.**

101615C

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**1901.**

101615L

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**1902.**

101615E

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**1903.**

101615A

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**1904.**

105385E

[Sensors](#) · [Tutorial](#)

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**1905.**

105385M

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**1906.**

105385H

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**1907.**

104345M

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**1908.**

104345J

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**1909.**

104345H

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**1910.**

104345B

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**1911.**

104345D

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**1912.**

104427J

[Cooperation Game](#) · [Tutorial](#)

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**1913.**

104427I

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**1914.**

104427G

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**1915.**

104427B

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**1916.**

104427A

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**1917.**

104427E

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**1918.**

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

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**1919.**

100726I

[Simple Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**1920.**

100726D

[Fractal](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**1921.**

104871I

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**1922.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**1923.**

104871C

[Cakes](#) · [Tutorial](#)

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**1924.**

104871B

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**1925.**

104871E

[Equal Schedules](#) · [Tutorial](#)

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**1926.**

104757L

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**1927.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1928.**

104128B

[Ropeway](#) · [Tutorial](#)

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**1929.**

104128M

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**1930.**

104128J

[Perfect Matching](#) · [Tutorial](#)

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**1931.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1932.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1933.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1934.**

104128G

[Inscryption](#) · [Tutorial](#)

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**1935.**

104128I

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

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**1936.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[ngpin04's solution](#)

**1937.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1938.**

102411D

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

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1939.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1940.**

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1941.**

103102A

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Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1942.**

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1943.**

104941G

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**1944.**

104945D

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**1945.**

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**1946.**

104017I

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**1947.**

104945G

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**1948.**

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**1949.**

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**1950.**

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**1951.**

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104945K

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104945I

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104017E

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**1962.**

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**1963.**

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**1964.**

104875L

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**1965.**

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**1966.**

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**1967.**

104875H

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**1968.**

104875D

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**1969.**

104875J

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**1970.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

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**1971.**

104875B

[Bottle Flip](#) · [Tutorial](#)

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**1972.**

104875E

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**1973.**

104875I

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**1974.**

104891E

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**1975.**

104941H

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**1976.**

104941I

[I Spy](#) · [Tutorial](#)

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**1977.**

104941J

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**1978.**

104941F

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**1979.**

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**1980.**

104941E

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**1981.**

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**1982.**

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**1983.**

104901M

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**1984.**

104901E

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**1985.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

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**1986.**

104901K

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**1987.**

104901A

[Many Many Heads](#) · [Tutorial](#)

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**1988.**

104901I

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**1989.**

104901D

[Largest Digit](#) · [Tutorial](#)

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**1990.**

102411H

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

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**1991.**

102411B

[Bad Treap](#) · [Tutorial](#)

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**1992.**

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**1993.**

104891H

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**1994.**

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**1995.**

104891A

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**1996.**

104891J

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**1997.**

103102F

[Fence Job](#) · [Tutorial](#)

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[ngpin04's solution](#)

**1998.**

104172D

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

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**1999.**

103102D

[Disk Sort](#) · [Tutorial](#)

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**2000.**

103102I

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

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**2001.**

103102L

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**2002.**

103102M

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**2003.**

103102E

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**2004.**

103102B

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**2005.**

102411J

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**2006.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

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**2007.**

102411E

[Equidistant](#) · [Tutorial](#)

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**2008.**

102411M

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**2009.**

102411A

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**2010.**

104757K

[Split Decisions](#) · [Tutorial](#)

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**2011.**

104757G

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**2012.**

104757I

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**2013.**

104757B

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**2014.**

104757E

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**2015.**

104757D

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**2016.**

104757F

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**2017.**

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**2018.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

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**2019.**

104772C

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**2020.**

104772E

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**2021.**

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**2022.**

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**2023.**

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**2024.**

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**2025.**

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**2026.**

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**2027.**

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**2028.**

104713J

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**2029.**

102007D

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**2030.**

102007H

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**2031.**

102007I

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**2032.**

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2033.**

102007K

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**2034.**

102007G

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**2035.**

102007B

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**2036.**

102007F

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**2037.**

102007J

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**2038.**

102007C

[Cardboard Container](#) · [Tutorial](#)

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**2039.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2040.**

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2041.**

104713C

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**2042.**

104713E

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[ngpin04's solution](#)

**2043.**

104713H

[Pickpockets](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2044.**

104713D

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[ngpin04's solution](#)

**2045.**

104713I

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**2046.**

104713F

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[ngpin04's solution](#)

**2047.**

104566F

[Chaleur](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2048.**

104566B

[Red Black Tree](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2049.**

104566G

[Couleur](#) · [Tutorial](#)

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**2050.**

104566D

[Pixel Art](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2051.**

104566J

[Press the Button](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2052.**

104566H

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[ngpin04's solution](#)

**2053.**

104566C

[Halting Problem](#) · [Tutorial](#)

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**2054.**

104566A

[Live Love](#) · [Tutorial](#)

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**2055.**

104566K

[XOR Clique](#) · [Tutorial](#)

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**2056.**

104172C

[Painting Grid](#) · [Tutorial](#)

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**2057.**

104172B

[Big Picture](#) · [Tutorial](#)

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**2058.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

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[ngpin04's solution](#)

**2059.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2060.**

104172L

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

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2061.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2062.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**2063.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2064.**

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2065.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2066.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2067.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2068.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2069.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2070.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2071.**

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2072.**

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2073.**

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2074.**

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2075.**

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2076.**

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2077.**

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2078.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2079.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2080.**

102460L

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

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2081.**

102460E

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

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2082.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2083.**

102460J

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

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2084.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2085.**

102460K

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

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2086.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2087.**

102460C

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

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2088.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2089.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2090.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2091.**

103446J

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2092.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2093.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2094.**

103446D

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

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2095.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2096.**

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2097.**

102040B

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

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2098.**

102040F

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

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2099.**

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2100.**

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2101.**

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2102.**

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2103.**

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2104.**

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)

**2105.**

101655G

[Generations of Tribbles](#) · [Tutorial](#)Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2106.**

101655F

[Federation Favorites](#) · [Tutorial](#)Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2107.**

101655A

[Assignments](#) · [Tutorial](#)Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2108.**

100792I

[Illegal or Not?](#) · [Tutorial](#)Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2109.**

100792D

[Delay Time](#) · [Tutorial](#)Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2110.**

100792A

[Anagrams](#) · [Tutorial](#)Rating: — · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ngpin04's solution](#)**2111.**

103409G

[Occupy the Cities](#) · [Tutorial](#)Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)**2112.**

101002J

[Whiteboard](#) · [Tutorial](#)Rating: — · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)**2113.**

101192C

[A lost array](#) · [Tutorial](#)Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)**2114.**

396C

[On Changing Tree](#) · [Tutorial](#)Quality: 1,806 global accepts · Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees  
[ngpin04's solution](#)**2115.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)Quality: 1,632 global accepts · Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[ngpin04's solution](#)

**2116.**

102951C

[LCS on Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2117.**

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2118.**

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2119.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2120.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2121.**

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2122.**

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2123.**

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2124.**

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2125.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2126.**

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2127.**

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2128.**

102503H

[A Sheety Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2129.**

102503G

[Sharing Chocolates 8: The Last Jebediah](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2130.**

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: —  
[ngpin04's solution](#)

**2131.**

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)

**2132.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[ngpin04's solution](#)

**2133.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math, number theory  
[ngpin04's solution](#)

**2134.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[ngpin04's solution](#)

**2135.**

102419C

[Two operations](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ngpin04's solution](#)