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Unique solved — nikaevoy

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

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

Filters: none

Count: 717

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: math

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2.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: greedy, math

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3.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: implementation, strings

[nikaevoy's solution](#)

4.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: brute force, math

[nikaevoy's solution](#)

5.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: implementation, math

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6.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · Rust 2021 (first AC) · Tags: greedy, math

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7.

1899A

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Quality: 92,822 global accepts · Rating: 800 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: games, math, number theory

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8.

1814A

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9.

1807C

[Find and Replace](#) · [Tutorial](#)

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10.

1807B

[Grab the Candies](#) · [Tutorial](#)

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11.

1807A

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12.

1781A

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13.

1783A

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[nikgaevoy's solution](#)

14.

1769A

[B47C@Dò 4Cä@Cä3C](#)

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[nikgaevoy's solution](#)

15.

1760C

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16.

1760B

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17.

1760A

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18.

1759B

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19.

1759A

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20.

1748A

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21.

1746A

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22.

1746B

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23.

1738A

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24.

1701B

[Permutation](#) · [Tutorial](#)

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25.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

26.

1673A

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27.

1661A

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28.

1660A

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29.

1660B

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[nikgaevoy's solution](#)

30.

1656A

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31.

1637A

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32.

1633B

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33.

1633A

[Div. 7 · Tutorial](#)

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34.

1620A

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35.

1608A

[Find Array · Tutorial](#)

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36.

1617A

[Forbidden Subsequence · Tutorial](#)

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[nikgaevoy's solution](#)

37.

1585A

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38.

1612A

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39.

1621A

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40.

1566A

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41.

1566B

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42.

1552A

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43.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[nikgaevoy's solution](#)

44.

1544A

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Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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45.

1534A

[Colour the Flag](#) · [Tutorial](#)

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46.

1535A

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47.

1523A

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48.

1515A

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49.

1509A

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50.

1491A

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51.

1428A

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52.

1382A

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53.

1392A

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54.

1392B

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55.

1368A

[C+=](#) · [Tutorial](#)

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56.

1307A

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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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57.

1284A

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58.

1220A

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59.

1178A

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60.

1148A

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61.

1146A

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62.

1143A

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63.

1130A

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64.

1056A

[Determine Line](#) · [Tutorial](#)

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65.

977A

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66.

71A

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67.

912A

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68.

910A

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69.

831B

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70.

4A

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Quality: 688,046 global accepts · Rating: 800 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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71.

791A

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Quality: 257,311 global accepts · Rating: 800 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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72.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, implementation
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73.

769A

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Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, implementation, sortings
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74.

749A

[Bachgold Problem](#) · [Tutorial](#)

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75.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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76.

658A

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77.

1807D

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78.

1737A

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79.

1726A

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80.

1617B

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81.

1585B

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82.

1610A

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83.

1612B

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84.

1535B

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85.

1494A

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86.

1427A

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87.

1330A

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88.

1326B

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89.

1141B

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Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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90.

1011A

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91.

977B

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92.

948A

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93.

876A

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Quality: 10,023 global accepts · Rating: 900 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math

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94.

839A

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Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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95.

814A

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96.

810A

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Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nikgaevoy's solution](#)

97.

807A

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Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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98.

801B

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99.

747B

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100.

745A

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Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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101.

2217B

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Quality: 16,091 global accepts · Rating: 1000 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: greedy, implementation
[nikgaevoy's solution](#)

102.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: brute force, greedy
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103.

1781B

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

Quality: 14,759 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[nikgaevoy's solution](#)

104.

1769B1

[A = 1068D > C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, brute force, implementation, math
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105.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: implementation, two pointers
[nikgaevoy's solution](#)

106.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[nikgaevoy's solution](#)

107.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[nikgaevoy's solution](#)

108.

1515B

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

Quality: 27,072 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[nikgaevoy's solution](#)

109.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

110.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[nikgaevoy's solution](#)

111.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[nikgaevoy's solution](#)

112.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[nikgaevoy's solution](#)

113.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[nikgaevoy's solution](#)

114.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[nikgaevoy's solution](#)

115.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nikgaevoy's solution](#)

116.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[nikgaevoy's solution](#)

117.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

118.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikgaevoy's solution](#)

119.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nikgaevoy's solution](#)

120.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[nikgaevoy's solution](#)

121.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1000 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: brute force, implementation
[nikgaevoy's solution](#)

122.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2015-04-12 · GNU C++11 (first AC) · Tags: math
[nikgaevoy's solution](#)

123.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2025-08-11 · Rust 2021 (first AC) · Tags: brute force, implementation, strings
[nikgaevoy's solution](#)

124.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[nikgaevoy's solution](#)

125.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: games, greedy, sortings
[nikgaevoy's solution](#)

126.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · Rust 2021 (first AC) · Tags: greedy, math
[nikgaevoy's solution](#)

127.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: dp, greedy, two pointers
[nikgaevoy's solution](#)

128.

1899B

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

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: brute force, implementation, number theory
[nikgaevoy's solution](#)

129.

1807G2

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

Quality: 27,853 global accepts · Rating: 1100 · first AC: 2023-03-19 · last AC: 2023-03-19 · Rust 2021 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings
[nikgaevoy's solution](#)

130.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[nikgaevoy's solution](#)

131.

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[nikgaevoy's solution](#)

132.

1760E

[Binary Inversions · Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: data structures, greedy, math

[nikgaevoy's solution](#)

133.

1759C

[Thermostat · Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: greedy, math, shortest paths

[nikgaevoy's solution](#)

134.

1726B

[Mainak and Interesting Sequence · Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[nikgaevoy's solution](#)

135.

1673B

[A Perfectly Balanced String? · Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[nikgaevoy's solution](#)

136.

1656B

[Subtract Operation · Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[nikgaevoy's solution](#)

137.

1637B

[MEX and Array · Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[nikgaevoy's solution](#)

138.

1633C

[Kill the Monster · Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

139.

1625B

[Elementary Particles · Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[nikgaevoy's solution](#)

140.

1610B

[Kalindrome Array · Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[nikgaevoy's solution](#)

141.

1566D1

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

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

142.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[nikgaevoy's solution](#)

143.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[nikgaevoy's solution](#)

144.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikgaevoy's solution](#)

145.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[nikgaevoy's solution](#)

146.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[nikgaevoy's solution](#)

147.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[nikgaevoy's solution](#)

148.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[nikgaevoy's solution](#)

149.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[nikgaevoy's solution](#)

150.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[nikgaevoy's solution](#)

151.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[nikgaevoy's solution](#)

152.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

153.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-02 · last AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

154.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[nikgaevoy's solution](#)

155.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nikgaevoy's solution](#)

156.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-19 · Java 8 (first AC) · Tags: brute force
[nikgaevoy's solution](#)

157.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-19 · MS C++ (first AC) · Tags: data structures, implementation
[nikgaevoy's solution](#)

158.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · MS C++ (first AC) · Tags: math
[nikgaevoy's solution](#)

159.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: implementation, strings
[nikgaevoy's solution](#)

160.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-04-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[nikgaevoy's solution](#)

161.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: brute force
[nikgaevoy's solution](#)

162.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[nikgaevoy's solution](#)

163.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · last AC: 2023-06-21 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[nikgaevoy's solution](#)

164.

1769C1

[A to D](#) · [CD\\$:C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, brute force, dp, greedy

[nikgaevoy's solution](#)

165.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nikgaevoy's solution](#)

166.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[nikgaevoy's solution](#)

167.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[nikgaevoy's solution](#)

168.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[nikgaevoy's solution](#)

169.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[nikgaevoy's solution](#)

170.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-08 · MS C++ 2017 (first AC) · Tags: implementation, math

[nikgaevoy's solution](#)

171.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[nikgaevoy's solution](#)

172.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

173.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[nikgaevoy's solution](#)

174.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikgaevoy's solution](#)

175.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[nikgaevoy's solution](#)

176.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[nikgaevoy's solution](#)

177.

1214C

[Bad Sequence](#) · [Tutorial](#)

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

178.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[nikgaevoy's solution](#)

179.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[nikgaevoy's solution](#)

180.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[nikgaevoy's solution](#)

181.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[nikgaevoy's solution](#)

182.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikgaevoy's solution](#)

183.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[nikgaevoy's solution](#)

184.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[nikgaevoy's solution](#)

185.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[nikgaevoy's solution](#)

186.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[nikgaevoy's solution](#)

187.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[nikgaevoy's solution](#)

188.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

189.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[nikgaevoy's solution](#)

190.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

191.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, greedy, two pointers

[nikgaevoy's solution](#)

192.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[nikgaevoy's solution](#)

193.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[nikgaevoy's solution](#)

194.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-03-28 · MS C++ (first AC) · Tags: implementation

[nikgaevoy's solution](#)

195.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: chinese remainder theorem, math, number theory

[nikgaevoy's solution](#)

196.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: binary search, greedy, implementation, math, number theory

[nikgaevoy's solution](#)

197.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,281 global accepts · Rating: 1300 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings

[nikgaevoy's solution](#)

198.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: hashing, math, number theory

[nikgaevoy's solution](#)

199.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: binary search, implementation, interactive

[nikgaevoy's solution](#)

200.

1769C2

[A&TOD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, dp

[nikgaevoy's solution](#)

201.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nikgaevoy's solution](#)

202.

1737B

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

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

[nikgaevoy's solution](#)

203.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[nikgaevoy's solution](#)

204.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[nikgaevoy's solution](#)

205.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[nikgaevoy's solution](#)

206.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[nikgaevoy's solution](#)

207.

1585C

[Minimize Distance](#) · [Tutorial](#)

Quality: 12,823 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[nikgaevoy's solution](#)

208.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[nikgaevoy's solution](#)

209.

1603A

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

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

[nikgaevoy's solution](#)

210.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[nikgaevoy's solution](#)

211.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[nikgaevoy's solution](#)

212.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[nikgaevoy's solution](#)

213.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[nikgaevoy's solution](#)

214.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[nikgaevoy's solution](#)

215.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[nikgaevoy's solution](#)

216.

1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[nikgaevoy's solution](#)

217.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[nikgaevoy's solution](#)

218.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[nikgaevoy's solution](#)

219.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikgaevoy's solution](#)

220.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

221.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

222.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[nikgaevoy's solution](#)

223.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

224.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · MS C++ (first AC) · Tags: greedy, implementation
[nikgaevoy's solution](#)

225.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[nikgaevoy's solution](#)

226.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[nikgaevoy's solution](#)

227.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[nikgaevoy's solution](#)

228.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

229.

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nikgaevoy's solution](#)

230.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[nikgaevoy's solution](#)

231.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[nikgaevoy's solution](#)

232.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nikgaevoy's solution](#)

233.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

234.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: brute force, implementation

[nikgaevoy's solution](#)

235.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · Rust 2021 (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[nikgaevoy's solution](#)

236.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[nikgaevoy's solution](#)

237.

1769B2

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Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-04 · Rust 2021 (first AC) · Tags: *special, binary search, brute force, math
[nikgaevoy's solution](#)

238.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, number theory
[nikgaevoy's solution](#)

239.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-15 · Rust 2021 (first AC) · Tags: brute force, implementation, strings
[nikgaevoy's solution](#)

240.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[nikgaevoy's solution](#)

241.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-05 · Rust (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[nikgaevoy's solution](#)

242.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[nikgaevoy's solution](#)

243.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[nikgaevoy's solution](#)

244.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[nikgaevoy's solution](#)

245.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[nikgaevoy's solution](#)

246.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[nikgaevoy's solution](#)

247.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[nikgaevoy's solution](#)

248.

1284B

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

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

249.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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

250.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[nikgaevoy's solution](#)

251.

1214A

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

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

252.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[nikgaevoy's solution](#)

253.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[nikgaevoy's solution](#)

254.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu
[nikgaevoy's solution](#)

255.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[nikgaevoy's solution](#)

256.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[nikgaevoy's solution](#)

257.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[nikgaevoy's solution](#)

258.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[nikgaevoy's solution](#)

259.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[nikgaevoy's solution](#)

260.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[nikgaevoy's solution](#)

261.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,808 global accepts · Rating: 1400 · first AC: 2017-02-10 · MS C++ (first AC) · Tags: math, number theory
[nikgaevoy's solution](#)

262.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2017-02-10 · MS C++ (first AC) · Tags: greedy, implementation, sortings, two pointers
[nikgaevoy's solution](#)

263.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikgaevoy's solution](#)

264.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[nikgaevoy's solution](#)

265.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[nikgaevoy's solution](#)

266.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation
[nikgaevoy's solution](#)

267.

1814C

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

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings
[nikgaevoy's solution](#)

268.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[nikgaevoy's solution](#)

269.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, dp, sortings

[nikgaevoy's solution](#)

270.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

271.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[nikgaevoy's solution](#)

272.

1710A

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

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

[nikgaevoy's solution](#)

273.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[nikgaevoy's solution](#)

274.

1621B

[Integers Shop](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

275.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[nikgaevoy's solution](#)

276.

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[nikgaevoy's solution](#)

277.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[nikgaevoy's solution](#)

278.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[nikgaevoy's solution](#)

279.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[nikgaevoy's solution](#)

280.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nikgaevoy's solution](#)

281.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[nikgaevoy's solution](#)

282.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[nikgaevoy's solution](#)

283.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[nikgaevoy's solution](#)

284.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[nikgaevoy's solution](#)

285.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[nikgaevoy's solution](#)

286.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[nikgaevoy's solution](#)

287.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[nikgaevoy's solution](#)

288.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nikgaevoy's solution](#)

289.

1070H

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

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[nikgaevoy's solution](#)

290.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikgaevoy's solution](#)

291.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[nikgaevoy's solution](#)

292.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[nikgaevoy's solution](#)

293.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[nikgaevoy's solution](#)

294.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[nikgaevoy's solution](#)

295.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers
[nikgaevoy's solution](#)

296.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[nikgaevoy's solution](#)

297.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: constructive algorithms, greedy
[nikgaevoy's solution](#)

298.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[nikgaevoy's solution](#)

299.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[nikgaevoy's solution](#)

300.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nikgaevoy's solution](#)

301.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[nikgaevoy's solution](#)

302.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[nikgaevoy's solution](#)

303.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[nikgaevoy's solution](#)

304.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[nikgaevoy's solution](#)

305.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-26 · last AC: 2022-12-26 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[nikgaevoy's solution](#)

306.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-15 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[nikgaevoy's solution](#)

307.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[nikgaevoy's solution](#)

308.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[nikgaevoy's solution](#)

309.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math,

two pointers

[nikgaevoy's solution](#)

310.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[nikgaevoy's solution](#)

311.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[nikgaevoy's solution](#)

312.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[nikgaevoy's solution](#)

313.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[nikgaevoy's solution](#)

314.

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nikgaevoy's solution](#)

315.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[nikgaevoy's solution](#)

316.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math

[nikgaevoy's solution](#)

317.

1523C

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

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

[nikgaevoy's solution](#)

318.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[nikgaevoy's solution](#)

319.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[nikgaevoy's solution](#)

320.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[nikgaevoy's solution](#)

321.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[nikgaevoy's solution](#)

322.

1184D1

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

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

323.

1184C1

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

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikgaevoy's solution](#)

324.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[nikgaevoy's solution](#)

325.

1056D

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

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

[nikgaevoy's solution](#)

326.

1056B

[Divide Candies](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

327.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[nikgaevoy's solution](#)

328.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nikgaevoy's solution](#)

329.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[nikgaevoy's solution](#)

330.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[nikgaevoy's solution](#)

331.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nikgaevoy's solution](#)

332.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nikgaevoy's solution](#)

333.

814C

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

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
[nikgaevoy's solution](#)

334.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[nikgaevoy's solution](#)

335.

658C

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-03-28 · MS C++ (first AC) · Tags: constructive algorithms, trees
[nikgaevoy's solution](#)

336.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: math
[nikgaevoy's solution](#)

337.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, graphs
[nikgaevoy's solution](#)

338.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-24 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, implementation, math
[nikgaevoy's solution](#)

339.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · Rust 2021 (first AC) · Tags: brute force, math
[nikgaevoy's solution](#)

340.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, implementation
[nikgaevoy's solution](#)

341.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[nikgaevoy's solution](#)

342.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-21 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, graphs
[nikgaevoy's solution](#)

343.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[nikgaevoy's solution](#)

344.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[nikgaevoy's solution](#)

345.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
[nikgaevoy's solution](#)

346.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[nikgaevoy's solution](#)

347.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[nikgaevoy's solution](#)

348.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[nikgaevoy's solution](#)

349.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[nikgaevoy's solution](#)

350.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[nikgaevoy's solution](#)

351.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[nikgaevoy's solution](#)

352.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[nikgaevoy's solution](#)

353.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[nikgaevoy's solution](#)

354.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[nikgaevoy's solution](#)

355.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[nikgaevoy's solution](#)

356.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[nikgaevoy's solution](#)

357.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[nikgaevoy's solution](#)

358.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[nikgaevoy's solution](#)

359.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[nikgaevoy's solution](#)

360.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[nikgaevoy's solution](#)

361.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[nikgaevoy's solution](#)

362.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[nikgaevoy's solution](#)

363.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[nikgaevoy's solution](#)

364.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

365.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[nikgaevoy's solution](#)

366.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[nikgaevoy's solution](#)

367.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikgaevoy's solution](#)

368.

925B

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

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · MS C++ (first AC) · Tags: binary search, implementation, sortings

[nikgaevoy's solution](#)

369.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[nikgaevoy's solution](#)

370.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nikgaevoy's solution](#)

371.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikgaevoy's solution](#)

372.

828C

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

Rating: 1700 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[nikgaevoy's solution](#)

373.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[nikgaevoy's solution](#)

374.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nikgaevoy's solution](#)

375.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[nikgaevoy's solution](#)

376.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[nikgaevoy's solution](#)

377.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · MS C++ (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[nikgaevoy's solution](#)

378.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[nikgaevoy's solution](#)

379.

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-05 · Rust 2021 (first AC) · Tags: *special, brute force, dp

[nikgaevoy's solution](#)

380.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, number theory

[nikgaevoy's solution](#)

381.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[nikgaevoy's solution](#)

382.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[nikgaevoy's solution](#)

383.

1617D1

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

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[nikgaevoy's solution](#)

384.

1611F

[ATM and Students · Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[nikgaevoy's solution](#)

385.

1552C

[Maximize the Intersections · Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[nikgaevoy's solution](#)

386.

1552D

[Array Differentiation · Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[nikgaevoy's solution](#)

387.

1534D

[Lost Tree · Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[nikgaevoy's solution](#)

388.

1535D

[Playoff Tournament · Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-05 · Rust (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[nikgaevoy's solution](#)

389.

1509C

[The Sports Festival · Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[nikgaevoy's solution](#)

390.

1508B

[Almost Sorted · Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[nikgaevoy's solution](#)

391.

1491D

[Zookeeper and The Infinite Zoo · Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[nikgaevoy's solution](#)

392.

1394A

[Boboniu Chats with Du · Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[nikgaevoy's solution](#)

393.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nikgaevoy's solution](#)

394.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[nikgaevoy's solution](#)

395.

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

[nikgaevoy's solution](#)

396.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nikgaevoy's solution](#)

397.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[nikgaevoy's solution](#)

398.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[nikgaevoy's solution](#)

399.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[nikgaevoy's solution](#)

400.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[nikgaevoy's solution](#)

401.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[nikgaevoy's solution](#)

402.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[nikgaevoy's solution](#)

403.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[nikgaevoy's solution](#)

404.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[nikgaevoy's solution](#)

405.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nikgaevoy's solution](#)

406.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[nikgaevoy's solution](#)

407.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[nikgaevoy's solution](#)

408.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[nikgaevoy's solution](#)

409.

823A

[High Load](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nikgaevoy's solution](#)

410.

772B

[Volatile Kite](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[nikgaevoy's solution](#)

411.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 5,003 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nikgaevoy's solution](#)

412.

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees

[nikgaevoy's solution](#)

413.

2217D

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

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[nikgaevoy's solution](#)

414.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, math, number theory

[nikgaevoy's solution](#)

415.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[nikgaevoy's solution](#)

416.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-17 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[nikgaevoy's solution](#)

417.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[nikgaevoy's solution](#)

418.

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

[nikgaevoy's solution](#)

419.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[nikgaevoy's solution](#)

420.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[nikgaevoy's solution](#)

421.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[nikgaevoy's solution](#)

422.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[nikgaevoy's solution](#)

423.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[nikgaevoy's solution](#)

424.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[nikgaevoy's solution](#)

425.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-01-28 · last AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[nikgaevoy's solution](#)

426.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[nikgaevoy's solution](#)

427.

1585D

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

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[nikgaevoy's solution](#)

428.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[nikgaevoy's solution](#)

429.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[nikgaevoy's solution](#)

430.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[nikgaevoy's solution](#)

431.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[nikgaevoy's solution](#)

432.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

433.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[nikgaevoy's solution](#)

434.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[nikgaevoy's solution](#)

435.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[nikgaevoy's solution](#)

436.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[nikgaevoy's solution](#)

437.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[nikgaevoy's solution](#)

438.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[nikgaevoy's solution](#)

439.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

440.

1205B

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Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[nikgaevoy's solution](#)

441.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[nikgaevoy's solution](#)

442.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[nikgaevoy's solution](#)

443.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[nikgaevoy's solution](#)

444.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings, trees

[nikgaevoy's solution](#)

445.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, graphs, implementation

[nikgaevoy's solution](#)

446.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[nikgaevoy's solution](#)

447.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 1900 · first AC: 2017-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[nikgaevoy's solution](#)

448.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[nikgaevoy's solution](#)

449.

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[nikgaevoy's solution](#)

450.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[nikgaevoy's solution](#)

451.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: binary search, greedy, sortings

[nikgaevoy's solution](#)

452.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-11 · last AC: 2023-03-14 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, two pointers

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453.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[nikgaevoy's solution](#)

454.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[nikgaevoy's solution](#)

455.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[nikgaevoy's solution](#)

456.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[nikgaevoy's solution](#)

457.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[nikgaevoy's solution](#)

458.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[nikgaevoy's solution](#)

459.

1599C

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

[nikgaevoy's solution](#)

460.

1566E

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Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[nikgaevoy's solution](#)

461.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[nikgaevoy's solution](#)

462.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

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463.

1416C

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Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[nikgaevoy's solution](#)

464.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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465.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[nikgaevoy's solution](#)

466.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[nikgaevoy's solution](#)

467.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[nikgaevoy's solution](#)

468.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[nikgaevoy's solution](#)

469.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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470.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

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471.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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472.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[nikgaevoy's solution](#)

473.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[nikgaevoy's solution](#)

474.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2017-10-23 · last AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[nikgaevoy's solution](#)

475.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[nikgaevoy's solution](#)

476.

843B

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Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[nikgaevoy's solution](#)

477.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[nikgaevoy's solution](#)

478.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2016-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[nikgaevoy's solution](#)

479.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[nikgaevoy's solution](#)

480.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: brute force, games, math, number theory

[nikgaevoy's solution](#)

481.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-15 · last AC: 2022-11-15 · Rust 2021 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[nikgaevoy's solution](#)

482.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[nikgaevoy's solution](#)

483.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[nikgaevoy's solution](#)

484.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[nikgaevoy's solution](#)

485.

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[nikgaevoy's solution](#)

486.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[nikgaevoy's solution](#)

487.

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[nikgaevoy's solution](#)

488.

1544E

[Minimax](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, expression parsing, greedy, implementation, sortings, strings

[nikgaevoy's solution](#)

489.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[nikgaevoy's solution](#)

490.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[nikgaevoy's solution](#)

491.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

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492.

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[nikgaevoy's solution](#)

493.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[nikgaevoy's solution](#)

494.

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[nikgaevoy's solution](#)

495.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[nikgaevoy's solution](#)

496.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[nikgaevoy's solution](#)

497.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings
[nikgaevoy's solution](#)

498.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
[nikgaevoy's solution](#)

499.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[nikgaevoy's solution](#)

500.

823B

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[nikgaevoy's solution](#)

501.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · MS C++ (first AC) · Tags: dfs and similar, dp, trees
[nikgaevoy's solution](#)

502.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[nikgaevoy's solution](#)

503.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-02-12 · MS C++ (first AC) · Tags: binary search, hashing, strings, two pointers
[nikgaevoy's solution](#)

504.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[nikgaevoy's solution](#)

505.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[nikgaevoy's solution](#)

506.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-04 · Rust 2021 (first AC) · Tags: dfs and similar, hashing, implementation, trees

[nikgaevoy's solution](#)

507.

1769D2

[A,3D00A CT2DôBCαC II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-05 · last AC: 2022-12-05 · Rust 2021 (first AC) · Tags: *special, brute force

[nikgaevoy's solution](#)

508.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[nikgaevoy's solution](#)

509.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[nikgaevoy's solution](#)

510.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[nikgaevoy's solution](#)

511.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-06 · last AC: 2021-06-06 · Rust (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[nikgaevoy's solution](#)

512.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[nikgaevoy's solution](#)

513.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[nikgaevoy's solution](#)

514.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[nikgaevoy's solution](#)

515.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[nikgaevoy's solution](#)

516.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures

[nikgaevoy's solution](#)

517.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[nikgaevoy's solution](#)

518.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[nikgaevoy's solution](#)

519.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[nikgaevoy's solution](#)

520.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[nikgaevoy's solution](#)

521.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[nikgaevoy's solution](#)

522.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[nikgaevoy's solution](#)

523.

1184C2

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

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nikgaevoy's solution](#)

524.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
[nikgaevoy's solution](#)

525.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[nikgaevoy's solution](#)

526.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[nikgaevoy's solution](#)

527.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nikgaevoy's solution](#)

528.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nikgaevoy's solution](#)

529.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer
[nikgaevoy's solution](#)

530.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[nikgaevoy's solution](#)

531.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[nikgaevoy's solution](#)

532.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-01 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, greedy, trees
[nikgaevoy's solution](#)

533.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2023-04-06 · last AC: 2023-04-07 · Rust 2021 (first AC) · Tags: data structures, dp, matrices
[nikgaevoy's solution](#)

534.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[nikgaevoy's solution](#)

535.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[nikgaevoy's solution](#)

536.

1769D3

[A.3DTotalCT2D6BCaC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-17 · Rust 2021 (first AC) · Tags: *special, brute force

[nikgaevoy's solution](#)

537.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-16 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[nikgaevoy's solution](#)

538.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[nikgaevoy's solution](#)

539.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[nikgaevoy's solution](#)

540.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[nikgaevoy's solution](#)

541.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[nikgaevoy's solution](#)

542.

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[nikgaevoy's solution](#)

543.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[nikgaevoy's solution](#)

544.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
[nikgaevoy's solution](#)

545.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[nikgaevoy's solution](#)

546.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[nikgaevoy's solution](#)

547.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[nikgaevoy's solution](#)

548.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[nikgaevoy's solution](#)

549.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[nikgaevoy's solution](#)

550.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities
[nikgaevoy's solution](#)

551.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[nikgaevoy's solution](#)

552.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[nikgaevoy's solution](#)

553.

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

sortings, two pointers

[nikgaevoy's solution](#)

554.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[nikgaevoy's solution](#)

555.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nikgaevoy's solution](#)

556.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikgaevoy's solution](#)

557.

823C

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[nikgaevoy's solution](#)

558.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2017-04-16 · MS C++ (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[nikgaevoy's solution](#)

559.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[nikgaevoy's solution](#)

560.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-22 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[nikgaevoy's solution](#)

561.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[nikgaevoy's solution](#)

562.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[nikgaevoy's solution](#)

563.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[nikgaevoy's solution](#)

564.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[nikgaevoy's solution](#)

565.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[nikgaevoy's solution](#)

566.

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[nikgaevoy's solution](#)

567.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-01-17 · last AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[nikgaevoy's solution](#)

568.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[nikgaevoy's solution](#)

569.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[nikgaevoy's solution](#)

570.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[nikgaevoy's solution](#)

571.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[nikgaevoy's solution](#)

572.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[nikgaevoy's solution](#)

573.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[nikgaevoy's solution](#)

574.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[nikgaevoy's solution](#)

575.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[nikgaevoy's solution](#)

576.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[nikgaevoy's solution](#)

577.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[nikgaevoy's solution](#)

578.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[nikgaevoy's solution](#)

579.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[nikgaevoy's solution](#)

580.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[nikgaevoy's solution](#)

581.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[nikgaevoy's solution](#)

582.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[nikgaevoy's solution](#)

583.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-07 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[nikgaevoy's solution](#)

584.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[nikgaevoy's solution](#)

585.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[nikgaevoy's solution](#)

586.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[nikgaevoy's solution](#)

587.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[nikgaevoy's solution](#)

588.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[nikgaevoy's solution](#)

589.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, graphs, trees

[nikgaevoy's solution](#)

590.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[nikgaevoy's solution](#)

591.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[nikgaevoy's solution](#)

592.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[nikgaevoy's solution](#)

593.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[nikgaevoy's solution](#)

594.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[nikgaevoy's solution](#)

595.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[nikgaevoy's solution](#)

596.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[nikgaevoy's solution](#)

597.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings

[nikgaevoy's solution](#)

598.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[nikgaevoy's solution](#)

599.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[nikgaevoy's solution](#)

600.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[nikgaevoy's solution](#)

601.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · last AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[nikgaevoy's solution](#)

602.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

603.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[nikgaevoy's solution](#)

604.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[nikgaevoy's solution](#)

605.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-09 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, greedy, math
[nikgaevoy's solution](#)

606.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[nikgaevoy's solution](#)

607.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[nikgaevoy's solution](#)

608.

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-01-04 · last AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[nikgaevoy's solution](#)

609.

1599J

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

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[nikgaevoy's solution](#)

610.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[nikgaevoy's solution](#)

611.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · Rust (first AC) · Tags: combinatorics, dp, math, probabilities
[nikgaevoy's solution](#)

612.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[nikgaevoy's solution](#)

613.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[nikgaevoy's solution](#)

614.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[nikgaevoy's solution](#)

615.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[nikgaevoy's solution](#)

616.

1237F

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

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[nikgaevoy's solution](#)

617.

1070L

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

Quality: 381 global accepts · Rating: 2600 · first AC: 2019-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nikgaevoy's solution](#)

618.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[nikgaevoy's solution](#)

619.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[nikgaevoy's solution](#)

620.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: dp, graphs, math, trees

[nikgaevoy's solution](#)

621.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-17 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, trees

[nikgaevoy's solution](#)

622.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[nikgaevoy's solution](#)

623.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[nikgaevoy's solution](#)

624.

1599F

[Mars](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[nikgaevoy's solution](#)

625.

1599G

[Shortest path](#) · [Tutorial](#)

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

[nikgaevoy's solution](#)

626.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[nikgaevoy's solution](#)

627.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[nikgaevoy's solution](#)

628.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[nikgaevoy's solution](#)

629.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-19 · last AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[nikgaevoy's solution](#)

630.

1184B3

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

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, shortest paths

[nikgaevoy's solution](#)

631.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[nikgaevoy's solution](#)

632.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[nikgaevoy's solution](#)

633.

774F

[Pens And Days Of Week](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 2700 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, number theory

[nikgaevoy's solution](#)

634.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · Rust 2021 (first AC) · Tags: graphs, shortest paths
[nikgaevoy's solution](#)

635.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[nikgaevoy's solution](#)

636.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[nikgaevoy's solution](#)

637.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[nikgaevoy's solution](#)

638.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[nikgaevoy's solution](#)

639.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[nikgaevoy's solution](#)

640.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings
[nikgaevoy's solution](#)

641.

1612F

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

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[nikgaevoy's solution](#)

642.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[nikgaevoy's solution](#)

643.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[nikgaevoy's solution](#)

644.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics,

constructive algorithms, graph matchings, graphs

[nikgaevoy's solution](#)

645.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[nikgaevoy's solution](#)

646.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[nikgaevoy's solution](#)

647.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[nikgaevoy's solution](#)

648.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[nikgaevoy's solution](#)

649.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[nikgaevoy's solution](#)

650.

823E

[Singer House](#) · [Tutorial](#)

Rating: 2800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[nikgaevoy's solution](#)

651.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[nikgaevoy's solution](#)

652.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[nikgaevoy's solution](#)

653.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[nikgaevoy's solution](#)

654.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[nikgaevoy's solution](#)

655.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[nikgaevoy's solution](#)

656.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nikgaevoy's solution](#)

657.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[nikgaevoy's solution](#)

658.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[nikgaevoy's solution](#)

659.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[nikgaevoy's solution](#)

660.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[nikgaevoy's solution](#)

661.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[nikgaevoy's solution](#)

662.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[nikgaevoy's solution](#)

663.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[nikgaevoy's solution](#)

664.

1184A3

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2019-07-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[nikgaevoy's solution](#)

665.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-09-10 · last AC: 2024-09-11 · Rust 2021 (first AC) · Tags: data structures, dp, matrices
[nikgaevoy's solution](#)

666.

1184C3

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

Quality: 45 global accepts · Rating: 3200 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikgaevoy's solution](#)

667.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings
[nikgaevoy's solution](#)

668.

1588F

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

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers
[nikgaevoy's solution](#)

669.

100767A

[Aô50âisCd5CÂ 4C,,:Câ9 Cò@C,,@Câ4CP](#)

Rating: — · first AC: 2025-08-21 · Rust 2021 (first AC) · Tags: —
[nikgaevoy's solution](#)

670.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · PyPy 3-64 (first AC) · Tags: *special
[nikgaevoy's solution](#)

671.

undefined210

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: *special
[nikgaevoy's solution](#)

672.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikgaevoy's solution](#)

673.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikgaevoy's solution](#)

674.

103371K

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

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikgaevoy's solution](#)

675.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikgaevoy's solution](#)

676.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[nikgaevoy's solution](#)

677.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[nikgaevoy's solution](#)

678.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

679.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[nikgaevoy's solution](#)

680.

1531A

[At8CÔ3CT@iqlcolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-25 · Rust (first AC) · Tags: *special, implementation

[nikgaevoy's solution](#)

681.

1531C

[B 80ÄieCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-25 · Rust (first AC) · Tags: *special, constructive algorithms, dp

[nikgaevoy's solution](#)

682.

1531D

[B 5CD0C#Boja@ D45CÂ C,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-25 · last AC: 2021-05-25 · Rust (first AC) · Tags: *special

[nikgaevoy's solution](#)

683.

1531E3

[B >D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-25 · PyPy 3 (first AC) · Tags: *special, binary search

[nikgaevoy's solution](#)

684.

1531E2

[B >D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-25 · last AC: 2021-05-25 · PyPy 3 (first AC) · Tags: *special, brute force

[nikgaevoy's solution](#)

685.

1531E1

[B >D B@, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-25 · Python 3 (first AC) · Tags: *special

[nikgaevoy's solution](#)

686.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-25 · Rust (first AC) · Tags: *special

[nikgaevoy's solution](#)

687.

1531B2

[AÄ×CÔB\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-25 · Rust (first AC) · Tags: *special

[nikgaevoy's solution](#)

688.

undefined531

[Bonnie and Clyde · Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

689.

undefined154

[Factorial · Tutorial](#)

Rating: — · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikgaevoy's solution](#)

690.

1275F

[B,,0D4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[nikgaevoy's solution](#)

691.

1275C

[#define At0CD00t0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikgaevoy's solution](#)

692.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikgaevoy's solution](#)

693.

102271A

[The Cybermen Moonbase \(Easy\) · Tutorial](#)

Rating: — · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

694.

102091B

[Grid Coloring · Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

695.

102091E

[How Many Groups · Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

696.

102091K

[The Stream of Corning 2 · Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

697.

102091J

[Floating-Point Hazard · Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikgaevoy's solution](#)

698.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikgaevoy's solution](#)

699.

102091G

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