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1374A

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1353A

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84.

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88.

1343B

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89.

1335A

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[nikolapesic2802's solution](#)
- 99.**
1296A
[Array with Odd Sum](#) · [Tutorial](#)
Quality: 48,346 global accepts · Rating: 800 · first AC: 2020-02-04 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapesic2802's solution](#)
- 100.**
1294A
[Collecting Coins](#) · [Tutorial](#)
Quality: 53,440 global accepts · Rating: 800 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapesic2802's solution](#)
- 101.**
1285A
[Mezo Playing Zoma](#) · [Tutorial](#)
Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-11 · Python 2 (first AC) · Tags: math
[nikolapesic2802's solution](#)
- 102.**
1284A
[New Year and Naming](#) · [Tutorial](#)
Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)
- 103.**
1270A
[Card Game](#) · [Tutorial](#)
Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[nikolapesic2802's solution](#)
- 104.**
1283A
[Minutes Before the New Year](#) · [Tutorial](#)
Quality: 61,302 global accepts · Rating: 800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapesic2802's solution](#)

105.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[nikolapetic2802's solution](#)

106.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[nikolapetic2802's solution](#)

107.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[nikolapetic2802's solution](#)

108.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[nikolapetic2802's solution](#)

109.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

110.

1194A

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

Quality: 17,376 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

111.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,383 global accepts · Rating: 800 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: math
[nikolapetic2802's solution](#)

112.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

113.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[nikolapetic2802's solution](#)

114.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[nikolapetic2802's solution](#)

115.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[nikolapetic2802's solution](#)

116.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

117.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,325 global accepts · Rating: 800 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

118.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

119.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[nikolapetic2802's solution](#)

120.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

Quality: 26,615 global accepts · Rating: 800 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: math
[nikolapetic2802's solution](#)

121.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,493 global accepts · Rating: 800 · first AC: 2019-01-16 · last AC: 2019-01-16 · GNU C++11 (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

122.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-30 · last AC: 2019-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[nikolapetic2802's solution](#)

123.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,811 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[nikolapetic2802's solution](#)

124.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[nikolapetic2802's solution](#)

125.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

126.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

127.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[nikolapetic2802's solution](#)

128.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math

[nikolapetic2802's solution](#)

129.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

130.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: implementation, math

[nikolapetic2802's solution](#)

131.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

132.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,168 global accepts · Rating: 800 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[nikolapetic2802's solution](#)

133.

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: *special, math

[nikolapetic2802's solution](#)

134.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[nikolapetic2802's solution](#)

135.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force

[nikolapetic2802's solution](#)

136.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

137.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation, strings

[nikolapetic2802's solution](#)

138.

1058A

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

Quality: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

139.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[nikolapetic2802's solution](#)

140.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

141.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,379 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: dp, greedy

[nikolapetic2802's solution](#)

142.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[nikolapetic2802's solution](#)

143.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

144.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[nikolapetic2802's solution](#)

145.

71A

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

Quality: 503,310 global accepts · Rating: 800 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: strings

[nikolapetic2802's solution](#)

146.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

147.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[nikolapetic2802's solution](#)

148.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,736 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

149.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,670 global accepts · Rating: 800 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[nikolapesic2802's solution](#)

150.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,560 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[nikolapesic2802's solution](#)

151.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikolapesic2802's solution](#)

152.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[nikolapesic2802's solution](#)

153.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,344 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: strings
[nikolapesic2802's solution](#)

154.

2085A

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

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[nikolapesic2802's solution](#)

155.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[nikolapesic2802's solution](#)

156.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,786 global accepts · Rating: 900 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[nikolapesic2802's solution](#)

157.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[nikolapesic2802's solution](#)

158.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,539 global accepts · Rating: 900 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[nikolapesic2802's solution](#)

159.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[nikolapetic2802's solution](#)

160.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

161.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,628 global accepts · Rating: 900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

162.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[nikolapetic2802's solution](#)

163.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapetic2802's solution](#)

164.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

165.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,079 global accepts · Rating: 900 · first AC: 2020-07-13 · last AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[nikolapetic2802's solution](#)

166.

1374B

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

Quality: 71,590 global accepts · Rating: 900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

167.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,683 global accepts · Rating: 900 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games
[nikolapetic2802's solution](#)

168.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,537 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[nikolapetic2802's solution](#)

169.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[nikolapetic2802's solution](#)

170.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math
[nikolapetic2802's solution](#)

171.

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nikolapetic2802's solution](#)

172.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

173.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[nikolapetic2802's solution](#)

174.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[nikolapetic2802's solution](#)

175.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

176.

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[nikolapetic2802's solution](#)

177.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

178.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

179.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 900 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

180.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,501 global accepts · Rating: 900 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

181.

1238A

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

Quality: 28,064 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[nikolapetic2802's solution](#)

182.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[nikolapetic2802's solution](#)

183.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[nikolapetic2802's solution](#)

184.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[nikolapetic2802's solution](#)

185.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[nikolapetic2802's solution](#)

186.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[nikolapetic2802's solution](#)

187.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

188.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[nikolapetic2802's solution](#)

189.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[nikolapetic2802's solution](#)

190.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[nikolapetic2802's solution](#)

191.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,642 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[nikolapetic2802's solution](#)

192.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs

[nikolapetic2802's solution](#)

193.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[nikolapetic2802's solution](#)

194.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: *special, dfs and similar, trees

[nikolapetic2802's solution](#)

195.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[nikolapetic2802's solution](#)

196.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,388 global accepts · Rating: 900 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[nikolapetic2802's solution](#)

197.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[nikolapetic2802's solution](#)

198.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

199.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings

[nikolapetic2802's solution](#)

200.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation, math

[nikolapetic2802's solution](#)

201.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[nikolapetic2802's solution](#)

202.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 900 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nikolapetic2802's solution](#)

203.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dp, greedy, implementation
[nikolapesic2802's solution](#)

204.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[nikolapesic2802's solution](#)

205.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[nikolapesic2802's solution](#)

206.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[nikolapesic2802's solution](#)

207.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[nikolapesic2802's solution](#)

208.

1876A

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

Quality: 34,928 global accepts · Rating: 1000 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[nikolapesic2802's solution](#)

209.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,809 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[nikolapesic2802's solution](#)

210.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[nikolapesic2802's solution](#)

211.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[nikolapesic2802's solution](#)

212.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[nikolapesic2802's solution](#)

213.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

math

[nikolapesic2802's solution](#)

214.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,336 global accepts · Rating: 1000 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[nikolapesic2802's solution](#)

215.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[nikolapesic2802's solution](#)

216.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 1000 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[nikolapesic2802's solution](#)

217.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nikolapesic2802's solution](#)

218.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,085 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

219.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,847 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[nikolapesic2802's solution](#)

220.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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221.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[nikolapesic2802's solution](#)

222.

1312B

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Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[nikolapesic2802's solution](#)

223.

1293B

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Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[nikolapesic2802's solution](#)

224.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

225.

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[nikolapetic2802's solution](#)

226.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

227.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

228.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

229.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

230.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,584 global accepts · Rating: 1000 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nikolapetic2802's solution](#)

231.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dp, math
[nikolapetic2802's solution](#)

232.

1153A

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Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[nikolapetic2802's solution](#)

233.

1144C

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

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[nikolapetic2802's solution](#)

234.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

235.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

236.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,474 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

237.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[nikolapesic2802's solution](#)

238.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,706 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

239.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,737 global accepts · Rating: 1000 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[nikolapesic2802's solution](#)

240.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

241.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

242.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math
[nikolapesic2802's solution](#)

243.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

244.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

245.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

246.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[nikolapesic2802's solution](#)

247.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

248.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,448 global accepts · Rating: 1000 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

249.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

250.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math
[nikolapesic2802's solution](#)

251.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1000 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: greedy
[nikolapesic2802's solution](#)

252.

1027A

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

Quality: 18,805 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

253.

1023B

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Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math
[nikolapesic2802's solution](#)

254.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs
[nikolapesic2802's solution](#)

255.

1020A

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Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: math
[nikolapesic2802's solution](#)

256.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nikolapesic2802's solution](#)

257.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

258.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,247 global accepts · Rating: 1000 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: math
[nikolapetic2802's solution](#)

259.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[nikolapetic2802's solution](#)

260.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

261.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[nikolapetic2802's solution](#)

262.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[nikolapetic2802's solution](#)

263.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,388 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[nikolapetic2802's solution](#)

264.

2103B

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

Quality: 17,706 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[nikolapetic2802's solution](#)

265.

2084B

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Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[nikolapetic2802's solution](#)

266.

2086B

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Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[nikolapetic2802's solution](#)

267.

2065C1

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Quality: 27,762 global accepts · Rating: 1100 · first AC: 2025-02-10 · Python 3 (first AC) · Tags: binary search, dp, greedy
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268.

2061B

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

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry
[nikolapesic2802's solution](#)

269.

2063B

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Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[nikolapesic2802's solution](#)

270.

2025B

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

Quality: 19,617 global accepts · Rating: 1100 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[nikolapesic2802's solution](#)

271.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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272.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[nikolapesic2802's solution](#)

273.

1899C

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Quality: 34,873 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[nikolapesic2802's solution](#)

274.

1899B

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

Quality: 33,365 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[nikolapesic2802's solution](#)

275.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nikolapesic2802's solution](#)

276.

1511C

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

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees
[nikolapesic2802's solution](#)

277.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[nikolapesic2802's solution](#)

278.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[nikolapetic2802's solution](#)

279.

1421B

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Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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280.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[nikolapetic2802's solution](#)

281.

1401B

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Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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282.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

283.

1370B

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Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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284.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[nikolapetic2802's solution](#)

285.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[nikolapetic2802's solution](#)

286.

1335C

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Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[nikolapetic2802's solution](#)

287.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

288.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

289.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[nikolapetic2802's solution](#)

290.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

291.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[nikolapetic2802's solution](#)

292.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[nikolapetic2802's solution](#)

293.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[nikolapetic2802's solution](#)

294.

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[nikolapetic2802's solution](#)

295.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapetic2802's solution](#)

296.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[nikolapetic2802's solution](#)

297.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[nikolapetic2802's solution](#)

298.

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
[nikolapetic2802's solution](#)

299.

1119A

[Ilya and a Colorful Walk · Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

300.

1132A

[Regular Bracket Sequence · Tutorial](#)

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

301.

1117A

[Best Subsegment · Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · last AC: 2019-02-18 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

302.

1105A

[Salem and Sticks · Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[nikolapetic2802's solution](#)

303.

1105B

[Zuhair and Strings · Tutorial](#)

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[nikolapetic2802's solution](#)

304.

1070K

[Video Posts · Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

305.

1066A

[Vova and Train · Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: math
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306.

1033B

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307.

1060B

[Maximum Sum of Digits · Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy
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308.

1042A

[Benches · Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: binary search, implementation
[nikolapetic2802's solution](#)

309.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,712 global accepts · Rating: 1100 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
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310.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry
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311.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,289 global accepts · Rating: 1100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: sortings, strings
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312.

987B

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Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math
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313.

984B

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Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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314.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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315.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,819 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[nikolapetic2802's solution](#)

316.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,337 global accepts · Rating: 1200 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[nikolapetic2802's solution](#)

317.

2085B

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

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[nikolapetic2802's solution](#)

318.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[nikolapetic2802's solution](#)

319.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1200 · first AC: 2025-02-18 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[nikolapetic2802's solution](#)

320.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-10 · Python 3 (first AC) · Tags: greedy, sortings

[nikolapetic2802's solution](#)

321.

2056C

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Quality: 19,438 global accepts · Rating: 1200 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[nikolapetic2802's solution](#)

322.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[nikolapetic2802's solution](#)

323.

2062C

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

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[nikolapetic2802's solution](#)

324.

2046A

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

Quality: 16,813 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[nikolapetic2802's solution](#)

325.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[nikolapetic2802's solution](#)

326.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[nikolapetic2802's solution](#)

327.

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[nikolapetic2802's solution](#)

328.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[nikolapetic2802's solution](#)

329.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[nikolapetic2802's solution](#)

330.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[nikolapesic2802's solution](#)

331.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[nikolapesic2802's solution](#)

332.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

333.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation
[nikolapesic2802's solution](#)

334.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[nikolapesic2802's solution](#)

335.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
[nikolapesic2802's solution](#)

336.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,940 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[nikolapesic2802's solution](#)

337.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · last AC: 2021-04-12 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[nikolapesic2802's solution](#)

338.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapesic2802's solution](#)

339.

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar
[nikolapesic2802's solution](#)

340.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[nikolapesic2802's solution](#)

341.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

342.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[nikolapesic2802's solution](#)

343.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,922 global accepts · Rating: 1200 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[nikolapesic2802's solution](#)

344.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapesic2802's solution](#)

345.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapesic2802's solution](#)

346.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[nikolapesic2802's solution](#)

347.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[nikolapesic2802's solution](#)

348.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[nikolapesic2802's solution](#)

349.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,398 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[nikolapesic2802's solution](#)

350.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[nikolapetic2802's solution](#)

351.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[nikolapetic2802's solution](#)

352.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,826 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[nikolapetic2802's solution](#)

353.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,778 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nikolapetic2802's solution](#)

354.

1343C

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

Quality: 44,077 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[nikolapetic2802's solution](#)

355.

1339B

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

Quality: 28,345 global accepts · Rating: 1200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[nikolapetic2802's solution](#)

356.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[nikolapetic2802's solution](#)

357.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,084 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nikolapetic2802's solution](#)

358.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[nikolapetic2802's solution](#)

359.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[nikolapetic2802's solution](#)

360.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[nikolapetic2802's solution](#)

361.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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362.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

363.

1185B

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Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapetic2802's solution](#)

364.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

365.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[nikolapetic2802's solution](#)

366.

1153B

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Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapetic2802's solution](#)

367.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms
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368.

1140D

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Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[nikolapetic2802's solution](#)

369.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[nikolapetic2802's solution](#)

370.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,129 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[nikolapetic2802's solution](#)

371.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[nikolapetic2802's solution](#)

372.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

373.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: games

[nikolapesic2802's solution](#)

374.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,962 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[nikolapesic2802's solution](#)

375.

1091B

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

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

[nikolapesic2802's solution](#)

376.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[nikolapesic2802's solution](#)

377.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, strings

[nikolapesic2802's solution](#)

378.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

379.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math, number theory

[nikolapesic2802's solution](#)

380.

1023A

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

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-09-26 · last AC: 2018-09-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[nikolapesic2802's solution](#)

381.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation

[nikolapesic2802's solution](#)

382.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[nikolapesic2802's solution](#)

383.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

384.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: math
[nikolapetic2802's solution](#)

385.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

386.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

387.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,412 global accepts · Rating: 1200 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[nikolapetic2802's solution](#)

388.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-29 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

389.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[nikolapetic2802's solution](#)

390.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

391.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation, trees
[nikolapetic2802's solution](#)

392.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[nikolapetic2802's solution](#)

393.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,334 global accepts · Rating: 1200 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[nikolapetic2802's solution](#)

394.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[nikolapetic2802's solution](#)

395.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[nikolapetic2802's solution](#)

396.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[nikolapetic2802's solution](#)

397.

2086C

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

Quality: 16,128 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[nikolapetic2802's solution](#)

398.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-10 · Python 3 (first AC) · Tags: binary search, greedy

[nikolapetic2802's solution](#)

399.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[nikolapetic2802's solution](#)

400.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[nikolapetic2802's solution](#)

401.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[nikolapetic2802's solution](#)

402.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[nikolapetic2802's solution](#)

403.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nikolapetic2802's solution](#)

404.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[nikolapesic2802's solution](#)

405.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[nikolapesic2802's solution](#)

406.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[nikolapesic2802's solution](#)

407.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[nikolapesic2802's solution](#)

408.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[nikolapesic2802's solution](#)

409.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[nikolapesic2802's solution](#)

410.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[nikolapesic2802's solution](#)

411.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[nikolapesic2802's solution](#)

412.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,350 global accepts · Rating: 1300 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[nikolapesic2802's solution](#)

413.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,853 global accepts · Rating: 1300 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[nikolapesic2802's solution](#)

414.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[nikolapesic2802's solution](#)

415.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[nikolapesic2802's solution](#)

416.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[nikolapesic2802's solution](#)

417.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,397 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[nikolapesic2802's solution](#)

418.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nikolapesic2802's solution](#)

419.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[nikolapesic2802's solution](#)

420.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikolapesic2802's solution](#)

421.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,186 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[nikolapesic2802's solution](#)

422.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nikolapesic2802's solution](#)

423.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

424.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[nikolapesic2802's solution](#)

425.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[nikolapesic2802's solution](#)

426.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[nikolapesic2802's solution](#)

427.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nikolapesic2802's solution](#)

428.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nikolapesic2802's solution](#)

429.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,280 global accepts · Rating: 1300 · first AC: 2020-01-22 · last AC: 2020-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[nikolapesic2802's solution](#)

430.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 1300 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[nikolapesic2802's solution](#)

431.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[nikolapesic2802's solution](#)

432.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[nikolapesic2802's solution](#)

433.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[nikolapesic2802's solution](#)

434.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,836 global accepts · Rating: 1300 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[nikolapesic2802's solution](#)

435.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[nikolapetic2802's solution](#)

436.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[nikolapetic2802's solution](#)

437.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[nikolapetic2802's solution](#)

438.

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

[nikolapetic2802's solution](#)

439.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[nikolapetic2802's solution](#)

440.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[nikolapetic2802's solution](#)

441.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[nikolapetic2802's solution](#)

442.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[nikolapetic2802's solution](#)

443.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[nikolapetic2802's solution](#)

444.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

445.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings

[nikolapetic2802's solution](#)

446.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,522 global accepts · Rating: 1300 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[nikolapetic2802's solution](#)

447.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[nikolapetic2802's solution](#)

448.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: combinatorics, math, strings
[nikolapetic2802's solution](#)

449.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, implementation
[nikolapetic2802's solution](#)

450.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

451.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,309 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapetic2802's solution](#)

452.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, math
[nikolapetic2802's solution](#)

453.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation
[nikolapetic2802's solution](#)

454.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,498 global accepts · Rating: 1300 · first AC: 2018-11-08 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings
[nikolapetic2802's solution](#)

455.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

456.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

457.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[nikolapetic2802's solution](#)

458.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[nikolapetic2802's solution](#)

459.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation
[nikolapetic2802's solution](#)

460.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,653 global accepts · Rating: 1300 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[nikolapetic2802's solution](#)

461.

1058C

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

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation
[nikolapetic2802's solution](#)

462.

4C

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

Quality: 108,163 global accepts · Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation
[nikolapetic2802's solution](#)

463.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

464.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dp, greedy, math
[nikolapetic2802's solution](#)

465.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[nikolapetic2802's solution](#)

466.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

467.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[nikolapetic2802's solution](#)

468.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1300 · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: implementation, strings
[nikolapesic2802's solution](#)

469.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-04 · last AC: 2018-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[nikolapesic2802's solution](#)

470.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, math
[nikolapesic2802's solution](#)

471.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[nikolapesic2802's solution](#)

472.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: binary search, math
[nikolapesic2802's solution](#)

473.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[nikolapesic2802's solution](#)

474.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,650 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[nikolapesic2802's solution](#)

475.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,831 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapesic2802's solution](#)

476.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[nikolapesic2802's solution](#)

477.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings
[nikolapesic2802's solution](#)

478.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[nikolapetic2802's solution](#)

479.

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[nikolapetic2802's solution](#)

480.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[nikolapetic2802's solution](#)

481.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[nikolapetic2802's solution](#)

482.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[nikolapetic2802's solution](#)

483.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[nikolapetic2802's solution](#)

484.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[nikolapetic2802's solution](#)

485.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[nikolapetic2802's solution](#)

486.

1887A1

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

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[nikolapetic2802's solution](#)

487.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[nikolapetic2802's solution](#)

488.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[nikolapetic2802's solution](#)

489.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[nikolapetic2802's solution](#)

490.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[nikolapetic2802's solution](#)

491.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[nikolapetic2802's solution](#)

492.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

493.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[nikolapetic2802's solution](#)

494.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[nikolapetic2802's solution](#)

495.

1374D

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

Quality: 31,095 global accepts · Rating: 1400 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[nikolapetic2802's solution](#)

496.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[nikolapetic2802's solution](#)

497.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[nikolapetic2802's solution](#)

498.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[nikolapetic2802's solution](#)

499.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,709 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[nikolapetic2802's solution](#)

500.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,132 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[nikolapetic2802's solution](#)

501.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[nikolapetic2802's solution](#)

502.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[nikolapetic2802's solution](#)

503.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[nikolapetic2802's solution](#)

504.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[nikolapetic2802's solution](#)

505.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,094 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[nikolapetic2802's solution](#)

506.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[nikolapetic2802's solution](#)

507.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[nikolapetic2802's solution](#)

508.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[nikolapetic2802's solution](#)

509.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[nikolapetic2802's solution](#)

510.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 1400 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[nikolapetic2802's solution](#)

511.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[nikolapetic2802's solution](#)

512.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[nikolapetic2802's solution](#)

513.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nikolapetic2802's solution](#)

514.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[nikolapetic2802's solution](#)

515.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[nikolapetic2802's solution](#)

516.

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nikolapetic2802's solution](#)

517.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[nikolapetic2802's solution](#)

518.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[nikolapetic2802's solution](#)

519.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

520.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

521.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[nikolapesic2802's solution](#)

522.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nikolapesic2802's solution](#)

523.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[nikolapesic2802's solution](#)

524.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapesic2802's solution](#)

525.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,596 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapesic2802's solution](#)

526.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nikolapesic2802's solution](#)

527.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapesic2802's solution](#)

528.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

529.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory
[nikolapesic2802's solution](#)

530.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: math

[nikolapesic2802's solution](#)

531.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · last AC: 2018-10-13 · GNU C++11 (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

532.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: *special, brute force

[nikolapesic2802's solution](#)

533.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,191 global accepts · Rating: 1400 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[nikolapesic2802's solution](#)

534.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation

[nikolapesic2802's solution](#)

535.

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: greedy

[nikolapesic2802's solution](#)

536.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[nikolapesic2802's solution](#)

537.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[nikolapesic2802's solution](#)

538.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[nikolapesic2802's solution](#)

539.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[nikolapesic2802's solution](#)

540.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: implementation, sortings

[nikolapesic2802's solution](#)

541.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,061 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[nikolapetic2802's solution](#)

542.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[nikolapetic2802's solution](#)

543.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[nikolapetic2802's solution](#)

544.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
[nikolapetic2802's solution](#)

545.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[nikolapetic2802's solution](#)

546.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[nikolapetic2802's solution](#)

547.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[nikolapetic2802's solution](#)

548.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[nikolapetic2802's solution](#)

549.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[nikolapetic2802's solution](#)

550.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[nikolapetic2802's solution](#)

551.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,555 global accepts · Rating: 1500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[nikolapesic2802's solution](#)

552.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[nikolapesic2802's solution](#)

553.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[nikolapesic2802's solution](#)

554.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[nikolapesic2802's solution](#)

555.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[nikolapesic2802's solution](#)

556.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

557.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[nikolapesic2802's solution](#)

558.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapesic2802's solution](#)

559.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar
[nikolapesic2802's solution](#)

560.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[nikolapesic2802's solution](#)

561.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math
[nikolapesic2802's solution](#)

562.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[nikolapetic2802's solution](#)

563.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[nikolapetic2802's solution](#)

564.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[nikolapetic2802's solution](#)

565.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,963 global accepts · Rating: 1500 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[nikolapetic2802's solution](#)

566.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

567.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nikolapetic2802's solution](#)

568.

1368B

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

Quality: 21,441 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[nikolapetic2802's solution](#)

569.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers
[nikolapetic2802's solution](#)

570.

1352F

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

Quality: 19,403 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[nikolapetic2802's solution](#)

571.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[nikolapetic2802's solution](#)

572.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[nikolapetic2802's solution](#)

573.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[nikolapetic2802's solution](#)

574.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[nikolapetic2802's solution](#)

575.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[nikolapetic2802's solution](#)

576.

1323B

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

Quality: 11,768 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[nikolapetic2802's solution](#)

577.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy
[nikolapetic2802's solution](#)

578.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · last AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[nikolapetic2802's solution](#)

579.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[nikolapetic2802's solution](#)

580.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search
[nikolapetic2802's solution](#)

581.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[nikolapetic2802's solution](#)

582.

1296D

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

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nikolapesic2802's solution](#)

583.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[nikolapesic2802's solution](#)

584.

1265C

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

Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

585.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · last AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math
[nikolapesic2802's solution](#)

586.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[nikolapesic2802's solution](#)

587.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[nikolapesic2802's solution](#)

588.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[nikolapesic2802's solution](#)

589.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[nikolapesic2802's solution](#)

590.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[nikolapesic2802's solution](#)

591.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[nikolapesic2802's solution](#)

592.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[nikolapetic2802's solution](#)

593.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[nikolapetic2802's solution](#)

594.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[nikolapetic2802's solution](#)

595.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[nikolapetic2802's solution](#)

596.

527B

[Error Correct System](#) · [Tutorial](#)

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

597.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nikolapetic2802's solution](#)

598.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,659 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[nikolapetic2802's solution](#)

599.

1141D

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Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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608.

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1282B2

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1246A

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679.

1151B

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684.

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1086A

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1056D

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1077D

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690.

1062C

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1072C

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692.

966A

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693.

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1059C

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1060C

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698.

364A

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Quality: 4,957 global accepts · Rating: 1600 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[nikolapetic2802's solution](#)

699.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,984 global accepts · Rating: 1600 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: number theory

[nikolapetic2802's solution](#)

700.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: bitmasks, hashing

[nikolapetic2802's solution](#)

701.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[nikolapetic2802's solution](#)

702.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-09 · GNU C++11 (first AC) · Tags: greedy, two pointers

[nikolapetic2802's solution](#)

703.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings

[nikolapetic2802's solution](#)

704.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

705.

1003D

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

Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

706.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[nikolapetic2802's solution](#)

707.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[nikolapetic2802's solution](#)

708.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nikolapetic2802's solution](#)

709.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[nikolapetic2802's solution](#)

710.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[nikolapetic2802's solution](#)

711.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[nikolapetic2802's solution](#)

712.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[nikolapetic2802's solution](#)

713.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[nikolapetic2802's solution](#)

714.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,367 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[nikolapetic2802's solution](#)

715.

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[nikolapetic2802's solution](#)

716.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikolapetic2802's solution](#)

717.

2065G

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

Quality: 6,285 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[nikolapetic2802's solution](#)

718.

2065F

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

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[nikolapetic2802's solution](#)

719.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[nikolapetic2802's solution](#)

720.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[nikolapetic2802's solution](#)

721.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[nikolapetic2802's solution](#)

722.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[nikolapetic2802's solution](#)

723.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[nikolapetic2802's solution](#)

724.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[nikolapetic2802's solution](#)

725.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[nikolapetic2802's solution](#)

726.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[nikolapetic2802's solution](#)

727.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[nikolapesic2802's solution](#)

728.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[nikolapesic2802's solution](#)

729.

977F

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

Quality: 25,132 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikolapesic2802's solution](#)

730.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[nikolapesic2802's solution](#)

731.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[nikolapesic2802's solution](#)

732.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[nikolapesic2802's solution](#)

733.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[nikolapesic2802's solution](#)

734.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[nikolapesic2802's solution](#)

735.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[nikolapesic2802's solution](#)

736.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[nikolapesic2802's solution](#)

737.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[nikolapesic2802's solution](#)

738.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[nikolapetic2802's solution](#)

739.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,489 global accepts · Rating: 1700 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[nikolapetic2802's solution](#)

740.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nikolapetic2802's solution](#)

741.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-09-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nikolapetic2802's solution](#)

742.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[nikolapetic2802's solution](#)

743.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-26 · last AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[nikolapetic2802's solution](#)

744.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[nikolapetic2802's solution](#)

745.

1368D

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

Quality: 13,664 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[nikolapetic2802's solution](#)

746.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[nikolapetic2802's solution](#)

747.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[nikolapetic2802's solution](#)

748.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[nikolapetic2802's solution](#)

749.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
[nikolapetic2802's solution](#)

750.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[nikolapetic2802's solution](#)

751.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[nikolapetic2802's solution](#)

752.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[nikolapetic2802's solution](#)

753.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[nikolapetic2802's solution](#)

754.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · last AC: 2020-03-31 · Perl (first AC) · Tags: bitmasks, constructive algorithms, math
[nikolapetic2802's solution](#)

755.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[nikolapetic2802's solution](#)

756.

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[nikolapetic2802's solution](#)

757.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[nikolapetic2802's solution](#)

758.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[nikolapetic2802's solution](#)

759.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

760.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[nikolapetic2802's solution](#)

761.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[nikolapetic2802's solution](#)

762.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[nikolapetic2802's solution](#)

763.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[nikolapetic2802's solution](#)

764.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[nikolapetic2802's solution](#)

765.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

766.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[nikolapetic2802's solution](#)

767.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[nikolapetic2802's solution](#)

768.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[nikolapetic2802's solution](#)

769.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[nikolapetic2802's solution](#)

770.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[nikolapetic2802's solution](#)

771.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[nikolapetic2802's solution](#)

772.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[nikolapetic2802's solution](#)

773.

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
[nikolapetic2802's solution](#)

774.

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
[nikolapetic2802's solution](#)

775.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
[nikolapetic2802's solution](#)

776.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[nikolapetic2802's solution](#)

777.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math
[nikolapetic2802's solution](#)

778.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

779.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[nikolapetic2802's solution](#)

780.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[nikolapetic2802's solution](#)

781.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[nikolapetic2802's solution](#)

782.

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[nikolapetic2802's solution](#)

783.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,891 global accepts · Rating: 1700 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[nikolapetic2802's solution](#)

784.

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
[nikolapetic2802's solution](#)

785.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[nikolapetic2802's solution](#)

786.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[nikolapetic2802's solution](#)

787.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[nikolapetic2802's solution](#)

788.

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
[nikolapetic2802's solution](#)

789.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[nikolapesic2802's solution](#)

790.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[nikolapesic2802's solution](#)

791.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[nikolapesic2802's solution](#)

792.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[nikolapesic2802's solution](#)

793.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[nikolapesic2802's solution](#)

794.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[nikolapesic2802's solution](#)

795.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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796.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[nikolapesic2802's solution](#)

797.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[nikolapesic2802's solution](#)

798.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[nikolapesic2802's solution](#)

799.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[nikolapesic2802's solution](#)

800.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: combinatorics, sortings
[nikolapesic2802's solution](#)

801.

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
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802.

1086B

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Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees
[nikolapesic2802's solution](#)

803.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[nikolapesic2802's solution](#)

804.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms
[nikolapesic2802's solution](#)

805.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings
[nikolapesic2802's solution](#)

806.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory
[nikolapesic2802's solution](#)

807.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: sortings, two pointers
[nikolapesic2802's solution](#)

808.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[nikolapesic2802's solution](#)

809.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy
[nikolapesic2802's solution](#)

810.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[nikolapetic2802's solution](#)

811.

966B

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

Rating: 1700 · first AC: 2018-10-15 · last AC: 2018-10-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[nikolapetic2802's solution](#)

812.

1066E

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

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[nikolapetic2802's solution](#)

813.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[nikolapetic2802's solution](#)

814.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2018-10-01 · last AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[nikolapetic2802's solution](#)

815.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[nikolapetic2802's solution](#)

816.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, math
[nikolapetic2802's solution](#)

817.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[nikolapetic2802's solution](#)

818.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[nikolapetic2802's solution](#)

819.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[nikolapetic2802's solution](#)

820.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[nikolapetic2802's solution](#)

821.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[nikolapetic2802's solution](#)

822.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

823.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[nikolapetic2802's solution](#)

824.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[nikolapetic2802's solution](#)

825.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[nikolapetic2802's solution](#)

826.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[nikolapetic2802's solution](#)

827.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[nikolapetic2802's solution](#)

828.

2091F

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

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp
[nikolapetic2802's solution](#)

829.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[nikolapetic2802's solution](#)

830.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, sortings
[nikolapetic2802's solution](#)

831.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[nikolapetic2802's solution](#)

832.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[nikolapetic2802's solution](#)

833.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[nikolapetic2802's solution](#)

834.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[nikolapetic2802's solution](#)

835.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[nikolapetic2802's solution](#)

836.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[nikolapetic2802's solution](#)

837.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[nikolapetic2802's solution](#)

838.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[nikolapetic2802's solution](#)

839.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[nikolapetic2802's solution](#)

840.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nikolapetic2802's solution](#)

841.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings
[nikolapesic2802's solution](#)

842.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

843.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math
[nikolapesic2802's solution](#)

844.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapesic2802's solution](#)

845.

54B

[Cutting Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation
[nikolapesic2802's solution](#)

846.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[nikolapesic2802's solution](#)

847.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings
[nikolapesic2802's solution](#)

848.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[nikolapesic2802's solution](#)

849.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[nikolapesic2802's solution](#)

850.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees
[nikolapesic2802's solution](#)

851.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikolapetic2802's solution](#)

852.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,813 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[nikolapetic2802's solution](#)

853.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[nikolapetic2802's solution](#)

854.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[nikolapetic2802's solution](#)

855.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[nikolapetic2802's solution](#)

856.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[nikolapetic2802's solution](#)

857.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nikolapetic2802's solution](#)

858.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[nikolapetic2802's solution](#)

859.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-21 · last AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[nikolapetic2802's solution](#)

860.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[nikolapetic2802's solution](#)

861.

1324F

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

Quality: 13,071 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[nikolapetic2802's solution](#)

862.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[nikolapetic2802's solution](#)

863.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[nikolapetic2802's solution](#)

864.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nikolapetic2802's solution](#)

865.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings
[nikolapetic2802's solution](#)

866.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,161 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[nikolapetic2802's solution](#)

867.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[nikolapetic2802's solution](#)

868.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees
[nikolapetic2802's solution](#)

869.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[nikolapetic2802's solution](#)

870.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-01-02 · last AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[nikolapetic2802's solution](#)

871.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[nikolapetic2802's solution](#)

872.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

873.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · last AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
[nikolapetic2802's solution](#)

874.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[nikolapetic2802's solution](#)

875.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[nikolapetic2802's solution](#)

876.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[nikolapetic2802's solution](#)

877.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[nikolapetic2802's solution](#)

878.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[nikolapetic2802's solution](#)

879.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[nikolapetic2802's solution](#)

880.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[nikolapetic2802's solution](#)

881.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[nikolapetic2802's solution](#)

882.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · last AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[nikolapesic2802's solution](#)

883.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[nikolapesic2802's solution](#)

884.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[nikolapesic2802's solution](#)

885.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games
[nikolapesic2802's solution](#)

886.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[nikolapesic2802's solution](#)

887.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[nikolapesic2802's solution](#)

888.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

889.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: dp
[nikolapesic2802's solution](#)

890.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[nikolapesic2802's solution](#)

891.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-04-30 · last AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[nikolapesic2802's solution](#)

892.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[nikolapetic2802's solution](#)

893.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2019-03-31 · last AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities

[nikolapetic2802's solution](#)

894.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[nikolapetic2802's solution](#)

895.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

896.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[nikolapetic2802's solution](#)

897.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[nikolapetic2802's solution](#)

898.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[nikolapetic2802's solution](#)

899.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, hashing, strings

[nikolapetic2802's solution](#)

900.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: dp

[nikolapetic2802's solution](#)

901.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[nikolapetic2802's solution](#)

902.

1083A

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

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[nikolapetic2802's solution](#)

903.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: greedy, sortings
[nikolapetic2802's solution](#)

904.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math
[nikolapetic2802's solution](#)

905.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths
[nikolapetic2802's solution](#)

906.

124D

[Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, number theory
[nikolapetic2802's solution](#)

907.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers
[nikolapetic2802's solution](#)

908.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees
[nikolapetic2802's solution](#)

909.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · last AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[nikolapetic2802's solution](#)

910.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: binary search, implementation
[nikolapetic2802's solution](#)

911.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[nikolapetic2802's solution](#)

912.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

913.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation
[nikolapetic2802's solution](#)

914.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 1800 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[nikolapetic2802's solution](#)

915.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-27 · last AC: 2018-09-27 · GNU C++11 (first AC) · Tags: number theory

[nikolapetic2802's solution](#)

916.

1058D

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[nikolapetic2802's solution](#)

917.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[nikolapetic2802's solution](#)

918.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[nikolapetic2802's solution](#)

919.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: dp, implementation

[nikolapetic2802's solution](#)

920.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[nikolapetic2802's solution](#)

921.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, math

[nikolapetic2802's solution](#)

922.

987E

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

Rating: 1800 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[nikolapetic2802's solution](#)

923.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: combinatorics, math

[nikolapetic2802's solution](#)

924.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

925.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikolapetic2802's solution](#)

926.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[nikolapetic2802's solution](#)

927.

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-24 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[nikolapetic2802's solution](#)

928.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[nikolapetic2802's solution](#)

929.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[nikolapetic2802's solution](#)

930.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[nikolapetic2802's solution](#)

931.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[nikolapetic2802's solution](#)

932.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[nikolapetic2802's solution](#)

933.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[nikolapetic2802's solution](#)

934.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[nikolapetic2802's solution](#)

935.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[nikolapetic2802's solution](#)

936.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[nikolapetic2802's solution](#)

937.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[nikolapetic2802's solution](#)

938.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[nikolapetic2802's solution](#)

939.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[nikolapetic2802's solution](#)

940.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[nikolapetic2802's solution](#)

941.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[nikolapetic2802's solution](#)

942.

1887A2

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

Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[nikolapetic2802's solution](#)

943.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[nikolapetic2802's solution](#)

944.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[nikolapetic2802's solution](#)

945.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[nikolapetic2802's solution](#)

946.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[nikolapetic2802's solution](#)

947.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[nikolapetic2802's solution](#)

948.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[nikolapetic2802's solution](#)

949.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[nikolapetic2802's solution](#)

950.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2020-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[nikolapetic2802's solution](#)

951.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[nikolapetic2802's solution](#)

952.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[nikolapetic2802's solution](#)

953.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[nikolapetic2802's solution](#)

954.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2019-03-07 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[nikolapetic2802's solution](#)

955.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[nikolapetic2802's solution](#)

956.

1375D

[Replace by MEX · Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[nikolapetic2802's solution](#)

957.

1369D

[TediousLee · Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[nikolapetic2802's solution](#)

958.

1367E

[Necklace Assembly · Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · last AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[nikolapetic2802's solution](#)

959.

818E

[Card Game Again · Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[nikolapetic2802's solution](#)

960.

1365E

[Maximum Subsequence Value · Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[nikolapetic2802's solution](#)

961.

1361B

[Johnny and Grandmaster · Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[nikolapetic2802's solution](#)

962.

1353E

[K-periodic Garland · Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[nikolapetic2802's solution](#)

963.

1348D

[Phoenix and Science · Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[nikolapetic2802's solution](#)

964.

1328E

[Tree Queries · Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[nikolapetic2802's solution](#)

965.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[nikolapetic2802's solution](#)

966.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,843 global accepts · Rating: 1900 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[nikolapetic2802's solution](#)

967.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[nikolapetic2802's solution](#)

968.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[nikolapetic2802's solution](#)

969.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[nikolapetic2802's solution](#)

970.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[nikolapetic2802's solution](#)

971.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[nikolapetic2802's solution](#)

972.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[nikolapetic2802's solution](#)

973.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[nikolapetic2802's solution](#)

974.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[nikolapetic2802's solution](#)

975.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[nikolapesic2802's solution](#)

976.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[nikolapesic2802's solution](#)

977.

1237C2

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

Quality: 4,534 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

[nikolapesic2802's solution](#)

978.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[nikolapesic2802's solution](#)

979.

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

[nikolapesic2802's solution](#)

980.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[nikolapesic2802's solution](#)

981.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[nikolapesic2802's solution](#)

982.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[nikolapesic2802's solution](#)

983.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[nikolapesic2802's solution](#)

984.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[nikolapesic2802's solution](#)

985.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[nikolapetic2802's solution](#)

986.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[nikolapetic2802's solution](#)

987.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings
[nikolapetic2802's solution](#)

988.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[nikolapetic2802's solution](#)

989.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search
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990.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings
[nikolapetic2802's solution](#)

991.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[nikolapetic2802's solution](#)

992.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[nikolapetic2802's solution](#)

993.

1141G

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Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
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994.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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995.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

996.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[nikolapetic2802's solution](#)

997.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: binary search
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998.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp
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999.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[nikolapetic2802's solution](#)

1000.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[nikolapetic2802's solution](#)

1001.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: math
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1002.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation, math, shortest paths
[nikolapetic2802's solution](#)

1003.

1076E

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Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: data structures, trees
[nikolapetic2802's solution](#)

1004.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory
[nikolapetic2802's solution](#)

1005.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: interactive, trees

[nikolapetic2802's solution](#)

1006.

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-02 · GNU C++11 (first AC) · Tags: dp

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1007.

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[nikolapetic2802's solution](#)

1008.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-22 · last AC: 2018-10-22 · GNU C++11 (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

1009.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[nikolapetic2802's solution](#)

1010.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[nikolapetic2802's solution](#)

1011.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

[nikolapetic2802's solution](#)

1012.

1064E

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Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[nikolapetic2802's solution](#)

1013.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[nikolapetic2802's solution](#)

1014.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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1015.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

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1016.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2018-10-03 · last AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, two pointers

[nikolapesic2802's solution](#)

1017.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[nikolapesic2802's solution](#)

1018.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-12 · GNU C++11 (first AC) · Tags: dp

[nikolapesic2802's solution](#)

1019.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-08-09 · last AC: 2018-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, matrices

[nikolapesic2802's solution](#)

1020.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · last AC: 2018-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[nikolapesic2802's solution](#)

1021.

994D

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

Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks

[nikolapesic2802's solution](#)

1022.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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1023.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[nikolapesic2802's solution](#)

1024.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[nikolapesic2802's solution](#)

1025.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[nikolapesic2802's solution](#)

1026.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[nikolapesic2802's solution](#)

1027.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[nikolapesic2802's solution](#)

1028.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[nikolapesic2802's solution](#)

1029.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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1030.

2052J

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

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[nikolapesic2802's solution](#)

1031.

1525C

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Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[nikolapesic2802's solution](#)

1032.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-29 · last AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

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1033.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[nikolapesic2802's solution](#)

1034.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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1035.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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1036.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
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1037.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[nikolapetic2802's solution](#)

1038.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[nikolapetic2802's solution](#)

1039.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[nikolapetic2802's solution](#)

1040.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[nikolapetic2802's solution](#)

1041.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1042.

21C

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1043.

814D

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
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1044.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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1045.

1391D

[505](#) · [Tutorial](#)

Quality: 5,770 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
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1046.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

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1047.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[nikolapesic2802's solution](#)

1048.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2020-07-22 · last AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[nikolapesic2802's solution](#)

1049.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[nikolapesic2802's solution](#)

1050.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

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1051.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[nikolapesic2802's solution](#)

1052.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[nikolapesic2802's solution](#)

1053.

1359D

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Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[nikolapesic2802's solution](#)

1054.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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1055.

1349B

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Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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1056.

1344B

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1057.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

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1058.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[nikolapesic2802's solution](#)

1059.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[nikolapesic2802's solution](#)

1060.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[nikolapesic2802's solution](#)

1061.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nikolapesic2802's solution](#)

1062.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,863 global accepts · Rating: 2000 · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[nikolapesic2802's solution](#)

1063.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nikolapesic2802's solution](#)

1064.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[nikolapesic2802's solution](#)

1065.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[nikolapesic2802's solution](#)

1066.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[nikolapetic2802's solution](#)

1067.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[nikolapetic2802's solution](#)

1068.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-11-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[nikolapetic2802's solution](#)

1069.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[nikolapetic2802's solution](#)

1070.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[nikolapetic2802's solution](#)

1071.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[nikolapetic2802's solution](#)

1072.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[nikolapetic2802's solution](#)

1073.

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

[nikolapetic2802's solution](#)

1074.

1214E

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

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[nikolapetic2802's solution](#)

1075.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[nikolapetic2802's solution](#)

1076.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[nikolapetic2802's solution](#)

1077.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[nikolapetic2802's solution](#)

1078.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[nikolapetic2802's solution](#)

1079.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: math

[nikolapetic2802's solution](#)

1080.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[nikolapetic2802's solution](#)

1081.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[nikolapetic2802's solution](#)

1082.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[nikolapetic2802's solution](#)

1083.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2019-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[nikolapetic2802's solution](#)

1084.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

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

[nikolapetic2802's solution](#)

1085.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2019-03-30 · last AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[nikolapetic2802's solution](#)

1086.

555B

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Quality: 4,083 global accepts · Rating: 2000 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
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1087.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
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1088.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1089.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[nikolapetic2802's solution](#)

1090.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
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1091.

1101D

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Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
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1092.

1083B

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Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings
[nikolapetic2802's solution](#)

1093.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[nikolapetic2802's solution](#)

1094.

1070C

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Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

1095.

1057C

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Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: *special, dp
[nikolapetic2802's solution](#)

1096.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · last AC: 2018-10-08 · Clang++17 Diagnostics (first AC) · Tags: interactive, math, number theory

[nikolapetic2802's solution](#)

1097.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[nikolapetic2802's solution](#)

1098.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, dp

[nikolapetic2802's solution](#)

1099.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-08-11 · last AC: 2018-08-11 · GNU C++11 (first AC) · Tags: binary search, interactive

[nikolapetic2802's solution](#)

1100.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[nikolapetic2802's solution](#)

1101.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy

[nikolapetic2802's solution](#)

1102.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[nikolapetic2802's solution](#)

1103.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[nikolapetic2802's solution](#)

1104.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[nikolapetic2802's solution](#)

1105.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[nikolapetic2802's solution](#)

1106.

2107D

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

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[nikolapesic2802's solution](#)

1107.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[nikolapesic2802's solution](#)

1108.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[nikolapesic2802's solution](#)

1109.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[nikolapesic2802's solution](#)

1110.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[nikolapesic2802's solution](#)

1111.

2052D

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

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[nikolapesic2802's solution](#)

1112.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[nikolapesic2802's solution](#)

1113.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nikolapesic2802's solution](#)

1114.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[nikolapesic2802's solution](#)

1115.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[nikolapesic2802's solution](#)

1116.

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nikolapesic2802's solution](#)

1117.

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[nikolapesic2802's solution](#)

1118.

2037F

[Ardent Flames · Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[nikolapesic2802's solution](#)

1119.

2031E

[Penchick and Chloe's Trees · Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[nikolapesic2802's solution](#)

1120.

1776G

[Another Wine Tasting Event · Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[nikolapesic2802's solution](#)

1121.

1906J

[Count BFS Graph · Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[nikolapesic2802's solution](#)

1122.

1906F

[Maximize The Value · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[nikolapesic2802's solution](#)

1123.

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[nikolapesic2802's solution](#)

1124.

1886D

[Monocarp and the Set · Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[nikolapesic2802's solution](#)

1125.

1510D

[Digits · Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-26 · Kotlin 1.4 (first AC) · Tags: dp, math, number theory

[nikolapesic2802's solution](#)

1126.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1127.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[nikolapetic2802's solution](#)

1128.

1511E

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Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math
[nikolapetic2802's solution](#)

1129.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[nikolapetic2802's solution](#)

1130.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths
[nikolapetic2802's solution](#)

1131.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[nikolapetic2802's solution](#)

1132.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[nikolapetic2802's solution](#)

1133.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-05 · last AC: 2020-09-11 · GNU C++11 (first AC) · Tags: interactive
[nikolapetic2802's solution](#)

1134.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[nikolapetic2802's solution](#)

1135.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, greedy
[nikolapetic2802's solution](#)

1136.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[nikolapetic2802's solution](#)

1137.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[nikolapetic2802's solution](#)

1138.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[nikolapetic2802's solution](#)

1139.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nikolapetic2802's solution](#)

1140.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[nikolapetic2802's solution](#)

1141.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 2100 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[nikolapetic2802's solution](#)

1142.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[nikolapetic2802's solution](#)

1143.

1343E

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Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[nikolapetic2802's solution](#)

1144.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[nikolapetic2802's solution](#)

1145.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[nikolapetic2802's solution](#)

1146.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[nikolapetic2802's solution](#)

1147.

498C

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

Quality: 4,190 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[nikolapetic2802's solution](#)

1148.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[nikolapetic2802's solution](#)

1149.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · last AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[nikolapetic2802's solution](#)

1150.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[nikolapetic2802's solution](#)

1151.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[nikolapetic2802's solution](#)

1152.

1266E

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Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[nikolapetic2802's solution](#)

1153.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[nikolapetic2802's solution](#)

1154.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[nikolapetic2802's solution](#)

1155.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[nikolapetic2802's solution](#)

1156.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[nikolapetic2802's solution](#)

1157.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[nikolapetic2802's solution](#)

1158.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[nikolapetic2802's solution](#)

1159.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[nikolapetic2802's solution](#)

1160.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2019-10-21 · last AC: 2019-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[nikolapetic2802's solution](#)

1161.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[nikolapetic2802's solution](#)

1162.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[nikolapetic2802's solution](#)

1163.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[nikolapetic2802's solution](#)

1164.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[nikolapetic2802's solution](#)

1165.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings
[nikolapetic2802's solution](#)

1166.

546E

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

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math
[nikolapesic2802's solution](#)

1167.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory
[nikolapesic2802's solution](#)

1168.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · last AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[nikolapesic2802's solution](#)

1169.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2019-03-29 · last AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[nikolapesic2802's solution](#)

1170.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[nikolapesic2802's solution](#)

1171.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[nikolapesic2802's solution](#)

1172.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[nikolapesic2802's solution](#)

1173.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices
[nikolapesic2802's solution](#)

1174.

1056E

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1157G

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Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · last AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[nikolapesic2802's solution](#)

1267.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[nikolapesic2802's solution](#)

1268.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[nikolapetic2802's solution](#)

1269.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[nikolapetic2802's solution](#)

1270.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2019-04-13 · last AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[nikolapetic2802's solution](#)

1271.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[nikolapetic2802's solution](#)

1272.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-23 · last AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[nikolapetic2802's solution](#)

1273.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[nikolapetic2802's solution](#)

1274.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[nikolapetic2802's solution](#)

1275.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

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1276.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

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1277.

1110E

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Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[nikolapetic2802's solution](#)

1278.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-01-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[nikolapesic2802's solution](#)

1279.

1100E

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Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[nikolapesic2802's solution](#)

1280.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[nikolapesic2802's solution](#)

1281.

1070A

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Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[nikolapesic2802's solution](#)

1282.

1065D

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Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[nikolapesic2802's solution](#)

1283.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-06 · last AC: 2018-10-13 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[nikolapesic2802's solution](#)

1284.

1045G

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Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: data structures

[nikolapesic2802's solution](#)

1285.

1047D

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

Rating: 2200 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[nikolapesic2802's solution](#)

1286.

1046D

[Interstellar battle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[nikolapesic2802's solution](#)

1287.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[nikolapesic2802's solution](#)

1288.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nikolapesic2802's solution](#)

1289.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[nikolapesic2802's solution](#)

1290.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[nikolapesic2802's solution](#)

1291.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[nikolapesic2802's solution](#)

1292.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[nikolapesic2802's solution](#)

1293.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[nikolapesic2802's solution](#)

1294.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · last AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[nikolapesic2802's solution](#)

1295.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikolapesic2802's solution](#)

1296.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special

[nikolapesic2802's solution](#)

1297.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[nikolapesic2802's solution](#)

1298.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[nikolapesic2802's solution](#)

1299.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[nikolapesic2802's solution](#)

1300.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[nikolapesic2802's solution](#)

1301.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[nikolapesic2802's solution](#)

1302.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[nikolapesic2802's solution](#)

1303.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[nikolapesic2802's solution](#)

1304.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[nikolapesic2802's solution](#)

1305.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[nikolapesic2802's solution](#)

1306.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[nikolapesic2802's solution](#)

1307.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[nikolapesic2802's solution](#)

1308.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[nikolapetic2802's solution](#)

1309.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[nikolapetic2802's solution](#)

1310.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[nikolapetic2802's solution](#)

1311.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[nikolapetic2802's solution](#)

1312.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[nikolapetic2802's solution](#)

1313.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[nikolapetic2802's solution](#)

1314.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[nikolapetic2802's solution](#)

1315.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[nikolapetic2802's solution](#)

1316.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[nikolapetic2802's solution](#)

1317.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[nikolapetic2802's solution](#)

1318.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[nikolapesic2802's solution](#)

1319.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[nikolapesic2802's solution](#)

1320.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[nikolapesic2802's solution](#)

1321.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-02-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[nikolapesic2802's solution](#)

1322.

1379D

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Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[nikolapesic2802's solution](#)

1323.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[nikolapesic2802's solution](#)

1324.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees

[nikolapesic2802's solution](#)

1325.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees

[nikolapesic2802's solution](#)

1326.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[nikolapesic2802's solution](#)

1327.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[nikolapesic2802's solution](#)

1328.

1245E

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Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, shortest paths
[nikolapetic2802's solution](#)

1329.

870E

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

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[nikolapetic2802's solution](#)

1330.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikolapetic2802's solution](#)

1331.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[nikolapetic2802's solution](#)

1332.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, strings, trees

[nikolapetic2802's solution](#)

1333.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[nikolapetic2802's solution](#)

1334.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[nikolapetic2802's solution](#)

1335.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[nikolapetic2802's solution](#)

1336.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[nikolapetic2802's solution](#)

1337.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[nikolapetic2802's solution](#)

1338.

1282D

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

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · last AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, interactive, strings

[nikolapesic2802's solution](#)

1339.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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1340.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2019-11-28 · last AC: 2019-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[nikolapesic2802's solution](#)

1341.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[nikolapesic2802's solution](#)

1342.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2019-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[nikolapesic2802's solution](#)

1343.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[nikolapesic2802's solution](#)

1344.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[nikolapesic2802's solution](#)

1345.

1239C

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

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[nikolapesic2802's solution](#)

1346.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[nikolapesic2802's solution](#)

1347.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[nikolapesic2802's solution](#)

1348.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[nikolapesic2802's solution](#)

1349.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory
[nikolapesic2802's solution](#)

1350.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees
[nikolapesic2802's solution](#)

1351.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dp, trees
[nikolapesic2802's solution](#)

1352.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[nikolapesic2802's solution](#)

1353.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: flows
[nikolapesic2802's solution](#)

1354.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-06-08 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings
[nikolapesic2802's solution](#)

1355.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities
[nikolapesic2802's solution](#)

1356.

1148E

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

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
[nikolapesic2802's solution](#)

1357.

1046I

[Say Hello](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nikolapesic2802's solution](#)

1358.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[nikolapesic2802's solution](#)

1359.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices,

probabilities

[nikolapesic2802's solution](#)

1360.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[nikolapesic2802's solution](#)

1361.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[nikolapesic2802's solution](#)

1362.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[nikolapesic2802's solution](#)

1363.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[nikolapesic2802's solution](#)

1364.

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[nikolapesic2802's solution](#)

1365.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-11 · last AC: 2019-01-11 · GNU C++11 (first AC) · Tags: math, matrices

[nikolapesic2802's solution](#)

1366.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[nikolapesic2802's solution](#)

1367.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[nikolapesic2802's solution](#)

1368.

1062E

[Company](#) · [Tutorial](#)

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

[nikolapesic2802's solution](#)

1369.

438D

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

Quality: 11,603 global accepts · Rating: 2300 · first AC: 2018-10-21 · last AC: 2018-10-21 · GNU C++11 (first AC) · Tags: data structures, math

[nikolapesic2802's solution](#)

1370.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[nikolapetic2802's solution](#)

1371.

1046B

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

Rating: 2300 · first AC: 2018-09-25 · last AC: 2018-09-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[nikolapetic2802's solution](#)

1372.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[nikolapetic2802's solution](#)

1373.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[nikolapetic2802's solution](#)

1374.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[nikolapetic2802's solution](#)

1375.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[nikolapetic2802's solution](#)

1376.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[nikolapetic2802's solution](#)

1377.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[nikolapetic2802's solution](#)

1378.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[nikolapetic2802's solution](#)

1379.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[nikolapetic2802's solution](#)

1380.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[nikolapesic2802's solution](#)

1381.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[nikolapesic2802's solution](#)

1382.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[nikolapesic2802's solution](#)

1383.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory
[nikolapesic2802's solution](#)

1384.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
[nikolapesic2802's solution](#)

1385.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[nikolapesic2802's solution](#)

1386.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[nikolapesic2802's solution](#)

1387.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[nikolapesic2802's solution](#)

1388.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[nikolapesic2802's solution](#)

1389.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[nikolapesic2802's solution](#)

1390.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[nikolapetic2802's solution](#)

1391.

1784D

[Wooden Spoon](#) · [Tutorial](#)

Quality: 1,310 global accepts · Rating: 2400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[nikolapetic2802's solution](#)

1392.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapetic2802's solution](#)

1393.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[nikolapetic2802's solution](#)

1394.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[nikolapetic2802's solution](#)

1395.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[nikolapetic2802's solution](#)

1396.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[nikolapetic2802's solution](#)

1397.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[nikolapetic2802's solution](#)

1398.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[nikolapetic2802's solution](#)

1399.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[nikolapetic2802's solution](#)

1400.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[nikolapesic2802's solution](#)

1401.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[nikolapesic2802's solution](#)

1402.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[nikolapesic2802's solution](#)

1403.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[nikolapesic2802's solution](#)

1404.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[nikolapesic2802's solution](#)

1405.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[nikolapesic2802's solution](#)

1406.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[nikolapesic2802's solution](#)

1407.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[nikolapesic2802's solution](#)

1408.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-06-10 · last AC: 2021-07-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[nikolapesic2802's solution](#)

1409.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 2400 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[nikolapesic2802's solution](#)

1410.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[nikolapesic2802's solution](#)

1411.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[nikolapesic2802's solution](#)

1412.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[nikolapesic2802's solution](#)

1413.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[nikolapesic2802's solution](#)

1414.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[nikolapesic2802's solution](#)

1415.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[nikolapesic2802's solution](#)

1416.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[nikolapesic2802's solution](#)

1417.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[nikolapesic2802's solution](#)

1418.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[nikolapesic2802's solution](#)

1419.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[nikolapetic2802's solution](#)

1420.

1348E

[Phoenix and Berries](#) · Tutorial

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[nikolapetic2802's solution](#)

1421.

1340C

[Nastya and Unexpected Guest](#) · Tutorial

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[nikolapetic2802's solution](#)

1422.

1343F

[Restore the Permutation by Sorted Segments](#) · Tutorial

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[nikolapetic2802's solution](#)

1423.

1333E

[Road to 1600](#) · Tutorial

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[nikolapetic2802's solution](#)

1424.

1329C

[Drazil Likes Heap](#) · Tutorial

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[nikolapetic2802's solution](#)

1425.

1326E

[Bombs](#) · Tutorial

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[nikolapetic2802's solution](#)

1426.

626E

[Simple Skewness](#) · Tutorial

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2020-03-09 · last AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[nikolapetic2802's solution](#)

1427.

632F

[Magic Matrix](#) · Tutorial

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[nikolapetic2802's solution](#)

1428.

962F

[Simple Cycles Edges](#) · Tutorial

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[nikolapetic2802's solution](#)

1429.

1304F2

[Animal Observation \(hard version\)](#) · Tutorial

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[nikolapesic2802's solution](#)

1430.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[nikolapesic2802's solution](#)

1431.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[nikolapesic2802's solution](#)

1432.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[nikolapesic2802's solution](#)

1433.

1263F

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

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-01 · last AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[nikolapesic2802's solution](#)

1434.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nikolapesic2802's solution](#)

1435.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory
[nikolapesic2802's solution](#)

1436.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[nikolapesic2802's solution](#)

1437.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[nikolapesic2802's solution](#)

1438.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · last AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[nikolapesic2802's solution](#)

1439.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-13 · last AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikolapetic2802's solution](#)

1440.

1229C

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

Quality: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[nikolapetic2802's solution](#)

1441.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[nikolapetic2802's solution](#)

1442.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[nikolapetic2802's solution](#)

1443.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[nikolapetic2802's solution](#)

1444.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[nikolapetic2802's solution](#)

1445.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: data structures

[nikolapetic2802's solution](#)

1446.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[nikolapetic2802's solution](#)

1447.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2019-06-09 · last AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[nikolapetic2802's solution](#)

1448.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[nikolapetic2802's solution](#)

1449.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[nikolapetic2802's solution](#)

1450.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[nikolapetic2802's solution](#)

1451.

710F

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

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[nikolapetic2802's solution](#)

1452.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-05-07 · last AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[nikolapetic2802's solution](#)

1453.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[nikolapetic2802's solution](#)

1454.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[nikolapetic2802's solution](#)

1455.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[nikolapetic2802's solution](#)

1456.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[nikolapetic2802's solution](#)

1457.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math, trees
[nikolapetic2802's solution](#)

1458.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[nikolapetic2802's solution](#)

1459.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-15 · last AC: 2019-01-16 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft
[nikolapetic2802's solution](#)

1460.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2400 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices
[nikolapetic2802's solution](#)

1461.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · GNU C++11 (first AC) · Tags: binary search, dp
[nikolapetic2802's solution](#)

1462.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[nikolapetic2802's solution](#)

1463.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[nikolapetic2802's solution](#)

1464.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: flows, graphs
[nikolapetic2802's solution](#)

1465.

1080E

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

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: strings
[nikolapetic2802's solution](#)

1466.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings
[nikolapetic2802's solution](#)

1467.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, dp
[nikolapetic2802's solution](#)

1468.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · last AC: 2018-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[nikolapetic2802's solution](#)

1469.

1074D

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

Rating: 2400 · first AC: 2018-11-04 · GNU C++11 (first AC) · Tags: data structures, dsu, hashing
[nikolapetic2802's solution](#)

1470.

1070I

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[nikolapetic2802's solution](#)

1471.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

1472.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees
[nikolapetic2802's solution](#)

1473.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[nikolapetic2802's solution](#)

1474.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[nikolapetic2802's solution](#)

1475.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[nikolapetic2802's solution](#)

1476.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings
[nikolapetic2802's solution](#)

1477.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation
[nikolapetic2802's solution](#)

1478.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[nikolapetic2802's solution](#)

1479.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[nikolapetic2802's solution](#)

1480.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[nikolapesic2802's solution](#)

1481.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[nikolapesic2802's solution](#)

1482.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[nikolapesic2802's solution](#)

1483.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[nikolapesic2802's solution](#)

1484.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[nikolapesic2802's solution](#)

1485.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[nikolapesic2802's solution](#)

1486.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[nikolapesic2802's solution](#)

1487.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-02 · last AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[nikolapesic2802's solution](#)

1488.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[nikolapesic2802's solution](#)

1489.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[nikolapesic2802's solution](#)

1490.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[nikolapetic2802's solution](#)

1491.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[nikolapetic2802's solution](#)

1492.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[nikolapetic2802's solution](#)

1493.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees
[nikolapetic2802's solution](#)

1494.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings
[nikolapetic2802's solution](#)

1495.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive
[nikolapetic2802's solution](#)

1496.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[nikolapetic2802's solution](#)

1497.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[nikolapetic2802's solution](#)

1498.

1906K

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[nikolapetic2802's solution](#)

1499.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[nikolapetic2802's solution](#)

1500.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[nikolapetic2802's solution](#)

1501.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[nikolapetic2802's solution](#)**1502.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[nikolapetic2802's solution](#)**1503.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[nikolapetic2802's solution](#)**1504.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[nikolapetic2802's solution](#)**1505.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[nikolapetic2802's solution](#)**1506.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[nikolapetic2802's solution](#)**1507.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[nikolapetic2802's solution](#)**1508.**

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[nikolapetic2802's solution](#)**1509.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[nikolapetic2802's solution](#)**1510.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[nikolapetic2802's solution](#)

1511.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[nikolapetic2802's solution](#)

1512.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[nikolapetic2802's solution](#)

1513.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[nikolapetic2802's solution](#)

1514.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[nikolapetic2802's solution](#)

1515.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[nikolapetic2802's solution](#)

1516.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: games, two pointers

[nikolapetic2802's solution](#)

1517.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · last AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[nikolapetic2802's solution](#)

1518.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[nikolapetic2802's solution](#)

1519.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[nikolapetic2802's solution](#)

1520.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp,

implementation

[nikolapetic2802's solution](#)

1521.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[nikolapetic2802's solution](#)

1522.

1239B

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

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[nikolapetic2802's solution](#)

1523.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[nikolapetic2802's solution](#)

1524.

1198E

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

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[nikolapetic2802's solution](#)

1525.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[nikolapetic2802's solution](#)

1526.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2019-06-24 · last AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[nikolapetic2802's solution](#)

1527.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[nikolapetic2802's solution](#)

1528.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[nikolapetic2802's solution](#)

1529.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2019-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[nikolapetic2802's solution](#)

1530.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[nikolapetic2802's solution](#)

1531.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[nikolapetic2802's solution](#)

1532.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2019-04-23 · last AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[nikolapetic2802's solution](#)

1533.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[nikolapetic2802's solution](#)

1534.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[nikolapetic2802's solution](#)

1535.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · last AC: 2019-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive
[nikolapetic2802's solution](#)

1536.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math
[nikolapetic2802's solution](#)

1537.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[nikolapetic2802's solution](#)

1538.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[nikolapetic2802's solution](#)

1539.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · last AC: 2018-11-13 · GNU C++11 (first AC) · Tags: dp, greedy
[nikolapetic2802's solution](#)

1540.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[nikolapetic2802's solution](#)

1541.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math
[nikolapetic2802's solution](#)

1542.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory
[nikolapetic2802's solution](#)

1543.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

1544.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees
[nikolapetic2802's solution](#)

1545.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[nikolapetic2802's solution](#)

1546.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[nikolapetic2802's solution](#)

1547.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees
[nikolapetic2802's solution](#)

1548.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy
[nikolapetic2802's solution](#)

1549.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[nikolapetic2802's solution](#)

1550.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-01-31 · last AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[nikolapetic2802's solution](#)

1551.

1681E

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

Quality: 940 global accepts · Rating: 2600 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[nikolapesic2802's solution](#)

1552.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[nikolapesic2802's solution](#)

1553.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[nikolapesic2802's solution](#)

1554.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2600 · first AC: 2025-01-14 · last AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[nikolapesic2802's solution](#)

1555.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[nikolapesic2802's solution](#)

1556.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[nikolapesic2802's solution](#)

1557.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[nikolapesic2802's solution](#)

1558.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[nikolapesic2802's solution](#)

1559.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[nikolapesic2802's solution](#)

1560.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[nikolapestic2802's solution](#)

1561.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[nikolapestic2802's solution](#)

1562.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[nikolapestic2802's solution](#)

1563.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[nikolapestic2802's solution](#)

1564.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[nikolapestic2802's solution](#)

1565.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[nikolapestic2802's solution](#)

1566.

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings

[nikolapestic2802's solution](#)

1567.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[nikolapestic2802's solution](#)

1568.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-12-08 · last AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[nikolapestic2802's solution](#)

1569.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[nikolapestic2802's solution](#)

1570.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[nikolapesic2802's solution](#)

1571.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[nikolapesic2802's solution](#)

1572.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[nikolapesic2802's solution](#)

1573.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[nikolapesic2802's solution](#)

1574.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[nikolapesic2802's solution](#)

1575.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[nikolapesic2802's solution](#)

1576.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[nikolapesic2802's solution](#)

1577.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[nikolapesic2802's solution](#)

1578.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[nikolapesic2802's solution](#)

1579.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[nikolapesic2802's solution](#)

1580.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory

[nikolapesic2802's solution](#)

1581.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[nikolapesic2802's solution](#)

1582.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[nikolapesic2802's solution](#)

1583.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[nikolapesic2802's solution](#)

1584.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[nikolapesic2802's solution](#)

1585.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · last AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[nikolapesic2802's solution](#)

1586.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[nikolapesic2802's solution](#)

1587.

1368F

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

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[nikolapesic2802's solution](#)

1588.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · last AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[nikolapesic2802's solution](#)

1589.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[nikolapesic2802's solution](#)

1590.

1355F

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

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · last AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, interactive, number theory

[nikolapetic2802's solution](#)

1591.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[nikolapetic2802's solution](#)

1592.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[nikolapetic2802's solution](#)

1593.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[nikolapetic2802's solution](#)

1594.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[nikolapetic2802's solution](#)

1595.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[nikolapetic2802's solution](#)

1596.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[nikolapetic2802's solution](#)

1597.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[nikolapetic2802's solution](#)

1598.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[nikolapetic2802's solution](#)

1599.

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[nikolapetic2802's solution](#)

1600.

1240D

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

Rating: 2600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[nikolapetic2802's solution](#)

1601.

1219E

[Jumping Transformers](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-09-17 · last AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapetic2802's solution](#)

1602.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[nikolapetic2802's solution](#)

1603.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[nikolapetic2802's solution](#)

1604.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · last AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[nikolapetic2802's solution](#)

1605.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[nikolapetic2802's solution](#)

1606.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-07 · GNU C++11 (first AC) · Tags: data structures, trees

[nikolapetic2802's solution](#)

1607.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · last AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive

[nikolapetic2802's solution](#)

1608.

321E

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

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[nikolapetic2802's solution](#)

1609.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[nikolapetic2802's solution](#)

1610.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: data structures, trees

[nikolapetic2802's solution](#)

1611.

2210E

[Binary Strings are Simple? · Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · last AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[nikolapesic2802's solution](#)

1612.

2210F

[A Simple Problem · Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, trees

[nikolapesic2802's solution](#)

1613.

2209F

[Dynamic Values And Maximum Sum · Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[nikolapesic2802's solution](#)

1614.

2115C

[Gellyfish and Eternal Violet · Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[nikolapesic2802's solution](#)

1615.

2104G

[Modulo 3 · Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[nikolapesic2802's solution](#)

1616.

2077E

[Another Folding Strip · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[nikolapesic2802's solution](#)

1617.

2056F1

[Xor of Median \(Easy Version\) · Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[nikolapesic2802's solution](#)

1618.

2052M

[Managing Cluster · Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[nikolapesic2802's solution](#)

1619.

1817D

[Toy Machine · Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation

[nikolapesic2802's solution](#)

1620.

2003E2

[Turtle and Inversions \(Hard Version\) · Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and

conquer, dp, greedy, math, two pointers

[nikolapetic2802's solution](#)

1621.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[nikolapetic2802's solution](#)

1622.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[nikolapetic2802's solution](#)

1623.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[nikolapetic2802's solution](#)

1624.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[nikolapetic2802's solution](#)

1625.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[nikolapetic2802's solution](#)

1626.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[nikolapetic2802's solution](#)

1627.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[nikolapetic2802's solution](#)

1628.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[nikolapetic2802's solution](#)

1629.

1514E

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

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[nikolapetic2802's solution](#)

1630.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-17 · last AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[nikolapesic2802's solution](#)

1631.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[nikolapesic2802's solution](#)

1632.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2018-09-26 · last AC: 2021-01-16 · GNU C++11 (first AC) · Tags: data structures, dsu

[nikolapesic2802's solution](#)

1633.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[nikolapesic2802's solution](#)

1634.

1388E

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

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, sortings

[nikolapesic2802's solution](#)

1635.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[nikolapesic2802's solution](#)

1636.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[nikolapesic2802's solution](#)

1637.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · last AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[nikolapesic2802's solution](#)

1638.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[nikolapesic2802's solution](#)

1639.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[nikolapesic2802's solution](#)

1640.

1303G

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

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

geometry, trees

[nikolapesic2802's solution](#)

1641.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[nikolapesic2802's solution](#)

1642.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[nikolapesic2802's solution](#)

1643.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[nikolapesic2802's solution](#)

1644.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[nikolapesic2802's solution](#)

1645.

1271F

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

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[nikolapesic2802's solution](#)

1646.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[nikolapesic2802's solution](#)

1647.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[nikolapesic2802's solution](#)

1648.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · last AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[nikolapesic2802's solution](#)

1649.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[nikolapesic2802's solution](#)

1650.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,317 global accepts · Rating: 2700 · first AC: 2019-07-14 · last AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[nikolapesic2802's solution](#)

1651.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[nikolapetic2802's solution](#)

1652.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-21 · last AC: 2019-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[nikolapetic2802's solution](#)

1653.

1137E

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-21 · last AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[nikolapetic2802's solution](#)

1654.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[nikolapetic2802's solution](#)

1655.

932F

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

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2018-11-19 · last AC: 2018-11-19 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[nikolapetic2802's solution](#)

1656.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-06 · GNU C++11 (first AC) · Tags: data structures, trees
[nikolapetic2802's solution](#)

1657.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[nikolapetic2802's solution](#)

1658.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy
[nikolapetic2802's solution](#)

1659.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices
[nikolapetic2802's solution](#)

1660.

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[nikolapetic2802's solution](#)

1661.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-03 · last AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[nikolapesic2802's solution](#)

1662.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[nikolapesic2802's solution](#)

1663.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[nikolapesic2802's solution](#)

1664.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[nikolapesic2802's solution](#)

1665.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[nikolapesic2802's solution](#)

1666.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-01-13 · last AC: 2025-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[nikolapesic2802's solution](#)

1667.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[nikolapesic2802's solution](#)

1668.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[nikolapesic2802's solution](#)

1669.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[nikolapesic2802's solution](#)

1670.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[nikolapesic2802's solution](#)

1671.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[nikolapesic2802's solution](#)

1672.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[nikolapesic2802's solution](#)

1673.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[nikolapesic2802's solution](#)

1674.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[nikolapesic2802's solution](#)

1675.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-07-16 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[nikolapesic2802's solution](#)

1676.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[nikolapesic2802's solution](#)

1677.

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · last AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[nikolapesic2802's solution](#)

1678.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[nikolapesic2802's solution](#)

1679.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-26 · last AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[nikolapesic2802's solution](#)

1680.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[nikolapesic2802's solution](#)

1681.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[nikolapetic2802's solution](#)

1682.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[nikolapetic2802's solution](#)

1683.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[nikolapetic2802's solution](#)

1684.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[nikolapetic2802's solution](#)

1685.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-26 · last AC: 2020-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, strings

[nikolapetic2802's solution](#)

1686.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dsu, implementation

[nikolapetic2802's solution](#)

1687.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[nikolapetic2802's solution](#)

1688.

1286C2

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

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-07 · last AC: 2020-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[nikolapetic2802's solution](#)

1689.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[nikolapetic2802's solution](#)

1690.

1219A

[BubbleReactor](#) · [Tutorial](#)

Rating: 2800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapetic2802's solution](#)

1691.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-06 · last AC: 2019-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[nikolapetic2802's solution](#)

1692.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, math

[nikolapetic2802's solution](#)

1693.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[nikolapetic2802's solution](#)

1694.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-06-02 · last AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math

[nikolapetic2802's solution](#)

1695.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[nikolapetic2802's solution](#)

1696.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[nikolapetic2802's solution](#)

1697.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[nikolapetic2802's solution](#)

1698.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[nikolapetic2802's solution](#)

1699.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[nikolapetic2802's solution](#)

1700.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[nikolapetic2802's solution](#)

1701.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[nikolapesic2802's solution](#)**1702.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[nikolapesic2802's solution](#)**1703.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[nikolapesic2802's solution](#)**1704.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[nikolapesic2802's solution](#)**1705.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: games, number theory

[nikolapesic2802's solution](#)**1706.**

1906I

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

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[nikolapesic2802's solution](#)**1707.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[nikolapesic2802's solution](#)**1708.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[nikolapesic2802's solution](#)**1709.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[nikolapesic2802's solution](#)**1710.**

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[nikolapesic2802's solution](#)

1711.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[nikolapetic2802's solution](#)

1712.

1372E

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

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[nikolapetic2802's solution](#)

1713.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[nikolapetic2802's solution](#)

1714.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows
[nikolapetic2802's solution](#)

1715.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[nikolapetic2802's solution](#)

1716.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms
[nikolapetic2802's solution](#)

1717.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[nikolapetic2802's solution](#)

1718.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs
[nikolapetic2802's solution](#)

1719.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs
[nikolapetic2802's solution](#)

1720.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[nikolapetic2802's solution](#)

1721.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[nikolapetic2802's solution](#)

1722.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[nikolapetic2802's solution](#)

1723.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, trees

[nikolapetic2802's solution](#)

1724.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[nikolapetic2802's solution](#)

1725.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-02-14 · last AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[nikolapetic2802's solution](#)

1726.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[nikolapetic2802's solution](#)

1727.

1340E

[Nastya and Bees](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-04-23 · last AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: *broken, graphs, interactive, probabilities

[nikolapetic2802's solution](#)

1728.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[nikolapetic2802's solution](#)

1729.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[nikolapetic2802's solution](#)

1730.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[nikolapetic2802's solution](#)

1731.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
[nikolapesic2802's solution](#)

1732.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-29 · last AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy
[nikolapesic2802's solution](#)

1733.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: data structures
[nikolapesic2802's solution](#)

1734.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[nikolapesic2802's solution](#)

1735.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[nikolapesic2802's solution](#)

1736.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[nikolapesic2802's solution](#)

1737.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[nikolapesic2802's solution](#)

1738.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[nikolapesic2802's solution](#)

1739.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[nikolapesic2802's solution](#)

1740.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[nikolapesic2802's solution](#)

1741.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[nikolapetic2802's solution](#)

1742.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[nikolapetic2802's solution](#)

1743.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[nikolapetic2802's solution](#)

1744.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[nikolapetic2802's solution](#)

1745.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[nikolapetic2802's solution](#)

1746.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[nikolapetic2802's solution](#)

1747.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · last AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[nikolapetic2802's solution](#)

1748.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[nikolapetic2802's solution](#)

1749.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[nikolapetic2802's solution](#)

1750.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[nikolapetic2802's solution](#)

1751.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[nikolapetic2802's solution](#)

1752.

1240E

[Wooden Raft](#) · [Tutorial](#)

Quality: 3200 · first AC: 2019-10-07 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[nikolapetic2802's solution](#)

1753.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2019-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[nikolapetic2802's solution](#)

1754.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[nikolapetic2802's solution](#)

1755.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp

[nikolapetic2802's solution](#)

1756.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[nikolapetic2802's solution](#)

1757.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[nikolapetic2802's solution](#)

1758.

1578I

[Interactive Rays](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3300 · first AC: 2021-10-01 · last AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, interactive

[nikolapetic2802's solution](#)

1759.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[nikolapetic2802's solution](#)

1760.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[nikolapetic2802's solution](#)

1761.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[nikolapetic2802's solution](#)

1762.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-06-05 · last AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs
[nikolapetic2802's solution](#)

1763.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2025-03-04 · last AC: 2025-03-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[nikolapetic2802's solution](#)

1764.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[nikolapetic2802's solution](#)

1765.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1766.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1767.

1264F

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

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2019-12-05 · PyPy 2 (first AC) · Tags: constructive algorithms, number theory
[nikolapetic2802's solution](#)

1768.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1769.

105869F

[Red-Blue MST](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1770.

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[nikolapetic2802's solution](#)

1771.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1772.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1773.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1774.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1775.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1776.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1777.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1778.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1779.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1780.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1781.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1782.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1783.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1784.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1785.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1786.

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1787.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1788.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1789.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1790.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1791.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1792.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1793.

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1794.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · last AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1795.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1796.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1797.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1798.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1799.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1800.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1801.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1802.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1803.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1804.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1805.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1806.

101175A

[To Add or to Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1807.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1808.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1809.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1810.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1811.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1812.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1813.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search
[nikolapesic2802's solution](#)

1814.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[nikolapesic2802's solution](#)

1815.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[nikolapesic2802's solution](#)

1816.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[nikolapesic2802's solution](#)

1817.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[nikolapesic2802's solution](#)

1818.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[nikolapesic2802's solution](#)

1819.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[nikolapesic2802's solution](#)

1820.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[nikolapesic2802's solution](#)

1821.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[nikolapesic2802's solution](#)

1822.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1823.

104945M

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1824.

104945H

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1825.

104945D

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1826.

104945E

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1827.

104945G

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1828.

104945L

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1829.

104945K

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1830.

104945F

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1831.

104945J

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1832.

104945B

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1833.

104945A

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1834.

104945I

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Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1835.

104777C

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Rating: — · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1836.

104777B

[Two Characters, Two Colors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1837.

104777H

[Fancy Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1838.

104777F

[Conflict of Interest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1839.

104777D

[Infinite Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1840.

104777E

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Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1841.

104777K

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[nikolapesic2802's solution](#)

1842.

104777L

[Computer Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1843.

104777J

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

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1844.

104777I

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

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1845.

104777N

[XOR Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1846.

104777G

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

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1847.

104777M

[Treasure Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1848.

104777A

[Security](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1849.

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · last AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1850.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1851.

104871G

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

Rating: — · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1852.

104871I

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

Rating: — · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1853.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1854.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1855.

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1856.

104871C

[Cakes](#) · [Tutorial](#)

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1857.

104871B

[Ball Passing](#) · [Tutorial](#)

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[nikolapetic2802's solution](#)

1858.

104871E

[Equal Schedules](#) · [Tutorial](#)

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1859.

103260G

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Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1860.

103260M

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

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1861.

103260A

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

Rating: — · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1862.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1863.

103260J

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

Rating: — · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1864.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1865.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1866.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1867.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1868.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1869.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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1870.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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1871.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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1872.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1873.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1874.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1875.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1876.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1877.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1878.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1879.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1880.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1881.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1882.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1883.

103329D

[Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1884.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1885.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1886.

102798I

[Sean the Cuber](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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1887.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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1888.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
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1889.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1890.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1891.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1892.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1893.

102798D

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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1894.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1895.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1896.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1897.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1898.

102759I

[Query On A Tree 17](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1899.

102759E

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1900.

102759L

[Steel Slicing 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1901.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1902.

102759J

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Rating: — · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
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1903.

102759K

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1904.

100942L

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1905.

100942D

[Camelistics](#) · [Tutorial](#)Rating: — · first AC: 2021-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)**1906.**

100942H

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100942J

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100942B

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100942K

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[nikolapetic2802's solution](#)**1910.**

100942C

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[nikolapetic2802's solution](#)**1911.**

100942I

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100942M

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[nikolapetic2802's solution](#)**1913.**

100942F

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[nikolapetic2802's solution](#)**1914.**

100942G

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[nikolapetic2802's solution](#)**1915.**

103148A

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[nikolapetic2802's solution](#)

1916.

102155G

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Rating: — · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1917.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1918.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1919.

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1920.

102155C

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Rating: — · first AC: 2021-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1921.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1922.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1923.

100886E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1924.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1925.

100886I

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Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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1926.

100886J

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Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1927.

100886H

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Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —
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1928.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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1929.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1930.

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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1931.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1932.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1933.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees
[nikolapesic2802's solution](#)

1934.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1935.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1936.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1937.

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1938.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1939.

102638D

[Distributed Computing](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1940.

102638B

[WA6](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1941.

1016520

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1942.

101652V

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

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1943.

101652T

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1944.

101652R

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1945.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1946.

101652W

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1947.

101652S

[Purple Rain](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1948.

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1949.

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1950.

101652X

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

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1951.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1952.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1953.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1954.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1955.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1956.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1957.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1958.

101635H

[Kabobs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1959.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1960.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1961.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1962.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1963.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1964.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1965.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1966.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1967.

102433L

[Cary Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1968.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1969.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1970.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1971.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1972.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1973.

102433C

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

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1974.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1975.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1976.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1977.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

1978.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks
[nikolapesic2802's solution](#)

1979.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation
[nikolapesic2802's solution](#)

1980.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[nikolapesic2802's solution](#)

1981.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[nikolapesic2802's solution](#)

1982.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings
[nikolapetic2802's solution](#)

1983.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[nikolapetic2802's solution](#)

1984.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings
[nikolapetic2802's solution](#)

1985.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees
[nikolapetic2802's solution](#)

1986.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[nikolapetic2802's solution](#)

1987.

1298B

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[nikolapetic2802's solution](#)

1988.

1298A

[Restoring Three Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, math
[nikolapetic2802's solution](#)

1989.

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: —
[nikolapetic2802's solution](#)

1990.

102512F

[Opposition](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1991.

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1992.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · last AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[nikolapetic2802's solution](#)

1993.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

1994.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[nikolapesic2802's solution](#)

1995.

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, trees

[nikolapesic2802's solution](#)

1996.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[nikolapesic2802's solution](#)

1997.

100168S

[Aô>TôçôAô5CÔ8CR BCägCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

1998.

100168P

[Aô@CjêA C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

1999.

100168O

[AôDDOC`CT;DÄ=C O Cô@Dô<C O](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

2000.

100168L

[AôçjêA C 2CT:D\\$>D O](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

2001.

100168K

[Aô5Dô5D 5Dt5CÔ8CR 4C\\$CDR ?D OCÄKDP](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

2002.

100168G

[B O D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

2003.

100168F

[B O D A D\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[nikolapesic2802's solution](#)

2004.

100168E

[A B D A C T: D \\$ @ C,, AC](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

2005.

100168D

[A C; C ä i 0 4 D Â B D 5 D 4 3 C ä; D Ä = C,, : C](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

2006.

100168C

[A C; C ä i 0 4 D Â < C Ô > C 4 > D 4 3 C ä; D Ä = C,, : C](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

2007.

100168B

[B 4 3 C ä; C Ä 5 C d 4 D 2 2 C T: D \\$ > D 0 C Ä 8](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

2008.

100168A

[A ö > C ö Ö D = D ' 9 D 4 3 C ä; D \\$ > D t: C €](#)

Rating: — · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[nikolapesic2802's solution](#)

2009.

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[nikolapesic2802's solution](#)

2010.

101968D

[Two Sequences · Tutorial](#)

Rating: — · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: —
[nikolapesic2802's solution](#)