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Unique solved — pp orange

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

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Filters: none

Count: 1,114

- 1.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[pp_orange's solution](#)
- 2.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)
- 3.**
2038J
[Waiting for...](#) · [Tutorial](#)
Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 4.**
2038N
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- 5.**
1982A
[Soccer](#) · [Tutorial](#)
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- 6.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,791 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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- 7.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 8.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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- 9.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
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1916A
[2023](#) · [Tutorial](#)

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[pp_orange's solution](#)

11.

1909A

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12.

1912L

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[pp_orange's solution](#)

13.

1896A

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14.

1047A

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

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15.

510A

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16.

1879A

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17.

1870A

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18.

1866A

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19.

1863A

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20.

1838A

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21.

1839A

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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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22.

1823A

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23.

1805B

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24.

1805A

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25.

873A

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26.

1806A

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27.

1799A

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28.

1796A

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29.

1789B

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30.

1789A

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31.

837A

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Quality: 10,090 global accepts · Rating: 800 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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- 32.**
1776A
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1795A
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Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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- 34.**
1793A
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Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 35.**
1788A
[One and Two](#) · [Tutorial](#)
Quality: 52,954 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[pp_orange's solution](#)
- 36.**
1786A2
[Alternating Deck \(hard version\)](#) · [Tutorial](#)
Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pp_orange's solution](#)
- 37.**
1786A1
[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)
Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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- 38.**
818A
[Diplomas and Certificates](#) · [Tutorial](#)
Quality: 7,788 global accepts · Rating: 800 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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- 39.**
1778A
[Flip Flop Sum](#) · [Tutorial](#)
Quality: 25,749 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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1787A
[Exponential Equation](#) · [Tutorial](#)
Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1790B
[Taisia and Dice](#) · [Tutorial](#)
Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1790A
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Quality: 41,042 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
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43.

1780A

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44.

1792A

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45.

1777A

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46.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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47.

1782A

[Parallel Projection](#) · [Tutorial](#)

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48.

1775A1

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Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
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49.

1783A

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50.

710A

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Quality: 14,786 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pp_orange's solution](#)

51.

702A

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Quality: 55,007 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
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52.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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53.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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54.

1779A

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Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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55.

1731A

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Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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56.

1772B

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Quality: 33,098 global accepts · Rating: 800 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

57.

1772A

[A+B?](#) · [Tutorial](#)

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58.

1767B

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Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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59.

1767A

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Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pp_orange's solution](#)

60.

1762A

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61.

1766A

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Quality: 45,978 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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62.

888A

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63.

1773F

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[pp_orange's solution](#)

64.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[pp_orange's solution](#)

65.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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66.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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67.

1761A

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Quality: 36,580 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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68.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,662 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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69.

1748A

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Quality: 25,311 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

70.

1750B

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Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[pp_orange's solution](#)

71.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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72.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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73.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

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74.

1740A

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Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

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75.

1754B

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Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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76.

1754A

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[pp_orange's solution](#)

77.

1746B

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78.

1746A

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79.

1736A

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80.

1735A

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81.

1738A

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Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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82.

1739A

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Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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83.

1730A

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Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
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84.

1733A

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85.

1721A

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86.

1715A

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87.

1720B

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88.

1719B

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89.

1719A

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90.

1712B

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91.

1712A

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

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[pp_orange's solution](#)

92.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation

[pp_orange's solution](#)

93.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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94.

1716A

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95.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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96.

1714B

[Remove Prefix](#) · [Tutorial](#)

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97.

1706A

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98.

1708A

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Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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99.

1701B

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Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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100.

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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101.

1688B

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102.

1688A

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Quality: 23,489 global accepts · Rating: 800 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[pp_orange's solution](#)

103.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[pp_orange's solution](#)

104.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

105.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[pp_orange's solution](#)

106.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

107.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

108.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,406 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[pp_orange's solution](#)

109.

1674A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

110.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[pp_orange's solution](#)

111.

1661A

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Quality: 19,368 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

112.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

113.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 800 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

114.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,753 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

115.

1660A

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Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

116.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[pp_orange's solution](#)

117.

1658A

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Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[pp_orange's solution](#)

118.

609A

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Quality: 19,422 global accepts · Rating: 800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[pp_orange's solution](#)

119.

1656A

[Good Pairs](#) · [Tutorial](#)

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120.

1657B

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Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[pp_orange's solution](#)

121.

1657A

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Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[pp_orange's solution](#)

122.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[pp_orange's solution](#)

123.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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[pp_orange's solution](#)

124.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[pp_orange's solution](#)

125.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[pp_orange's solution](#)

126.

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

127.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[pp_orange's solution](#)

128.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

129.

1650A

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Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[pp_orange's solution](#)

130.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,047 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[pp_orange's solution](#)

131.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
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132.

1646A

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Quality: 25,388 global accepts · Rating: 800 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[pp_orange's solution](#)

133.

1644B

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Quality: 21,319 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[pp_orange's solution](#)

134.

1644A

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[pp_orange's solution](#)

135.

1635B

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136.

1635A

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Quality: 25,896 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
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137.

1632A

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138.

1638A

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139.

1602A

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140.

1633A

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141.

1631A

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142.

1629B

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143.

1629A

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144.

1627A

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145.

1624A

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146.

1621A

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147.

1622A

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148.

1616A

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Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

149.

1623A

[Robot Cleaner · Tutorial](#)

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[pp_orange's solution](#)

150.

1585A

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[pp_orange's solution](#)

151.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-21 · last AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

152.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

153.

1896B

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Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[pp_orange's solution](#)

154.

1879B

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Quality: 25,075 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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155.

1823B

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[pp_orange's solution](#)

156.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,613 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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157.

863A

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158.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,736 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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159.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[pp_orange's solution](#)

160.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,194 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math

[pp_orange's solution](#)

161.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,000 global accepts · Rating: 900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pp_orange's solution](#)

162.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pp_orange's solution](#)

163.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

164.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

165.

622B

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Quality: 10,958 global accepts · Rating: 900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

166.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pp_orange's solution](#)

167.

893A

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Quality: 11,054 global accepts · Rating: 900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pp_orange's solution](#)

168.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[pp_orange's solution](#)

169.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

170.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,888 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

171.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

172.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pp_orange's solution](#)

173.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[pp_orange's solution](#)

174.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

175.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

176.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

177.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

178.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,159 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[pp_orange's solution](#)

179.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,891 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[pp_orange's solution](#)

180.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,828 global accepts · Rating: 900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[pp_orange's solution](#)

181.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,213 global accepts · Rating: 900 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

182.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

183.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,929 global accepts · Rating: 900 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[pp_orange's solution](#)

184.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,136 global accepts · Rating: 900 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[pp_orange's solution](#)

185.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,428 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[pp_orange's solution](#)

186.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[pp_orange's solution](#)

187.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[pp_orange's solution](#)

188.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,313 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[pp_orange's solution](#)

189.

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[pp_orange's solution](#)

190.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[pp_orange's solution](#)

191.

1782B

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

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

192.

691A

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

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pp_orange's solution](#)

193.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,881 global accepts · Rating: 1000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pp_orange's solution](#)

194.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,807 global accepts · Rating: 1000 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[pp_orange's solution](#)

195.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

196.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

197.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[pp_orange's solution](#)

198.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

199.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,774 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pp_orange's solution](#)

200.

893B

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

Quality: 12,663 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

201.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[pp_orange's solution](#)

202.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pp_orange's solution](#)

203.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,879 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

204.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[pp_orange's solution](#)

205.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,536 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[pp_orange's solution](#)

206.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

207.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,601 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

208.

1713B

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

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[pp_orange's solution](#)

209.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[pp_orange's solution](#)

210.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[pp_orange's solution](#)

211.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,950 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pp_orange's solution](#)

212.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[pp_orange's solution](#)

213.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[pp_orange's solution](#)

214.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

215.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pp_orange's solution](#)

216.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[pp_orange's solution](#)

217.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,025 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[pp_orange's solution](#)

218.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[pp_orange's solution](#)

219.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pp_orange's solution](#)

220.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

221.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

222.

1863B

[Split Sort](#) · [Tutorial](#)

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

[pp_orange's solution](#)

223.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

224.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,548 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[pp_orange's solution](#)

225.

1807G2

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

Quality: 27,840 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[pp_orange's solution](#)

226.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[pp_orange's solution](#)

227.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[pp_orange's solution](#)

228.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

229.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,356 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[pp_orange's solution](#)

230.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[pp_orange's solution](#)

231.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pp_orange's solution](#)

232.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[pp_orange's solution](#)

233.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[pp_orange's solution](#)

234.

1783B

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

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

235.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pp_orange's solution](#)

236.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[pp_orange's solution](#)

237.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[pp_orange's solution](#)

238.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[pp_orange's solution](#)

239.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[pp_orange's solution](#)

240.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,403 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

241.

1673B

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

Quality: 21,766 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[pp_orange's solution](#)

242.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[pp_orange's solution](#)

243.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[pp_orange's solution](#)

244.

1511C

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

Quality: 32,802 global accepts · Rating: 1100 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees
[pp_orange's solution](#)

245.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[pp_orange's solution](#)

246.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,887 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[pp_orange's solution](#)

247.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[pp_orange's solution](#)

248.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[pp_orange's solution](#)

249.

2046A

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

Quality: 16,804 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pp_orange's solution](#)

250.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[pp_orange's solution](#)

251.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

252.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,896 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pp_orange's solution](#)

253.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[pp_orange's solution](#)

254.

1979C

[Earning on Bets](#) · [Tutorial](#)

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

[pp_orange's solution](#)

255.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[pp_orange's solution](#)

256.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[pp_orange's solution](#)

257.

1909B

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

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory
[pp_orange's solution](#)

258.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[pp_orange's solution](#)

259.

1808B

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

Quality: 29,660 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[pp_orange's solution](#)

260.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,739 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[pp_orange's solution](#)

261.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,091 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers
[pp_orange's solution](#)

262.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,552 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[pp_orange's solution](#)

263.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pp_orange's solution](#)

264.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[pp_orange's solution](#)

265.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[pp_orange's solution](#)

266.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,293 global accepts · Rating: 1200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[pp_orange's solution](#)

267.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[pp_orange's solution](#)

268.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,612 global accepts · Rating: 1200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pp_orange's solution](#)

269.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[pp_orange's solution](#)

270.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games
[pp_orange's solution](#)

271.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[pp_orange's solution](#)

272.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[pp_orange's solution](#)

273.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[pp_orange's solution](#)

274.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,229 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[pp_orange's solution](#)

275.

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[pp_orange's solution](#)

276.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[pp_orange's solution](#)

277.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[pp_orange's solution](#)

278.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,603 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

279.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[pp_orange's solution](#)

280.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[pp_orange's solution](#)

281.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[pp_orange's solution](#)

282.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[pp_orange's solution](#)

283.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[pp_orange's solution](#)

284.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-11 · last AC: 2021-04-11 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[pp_orange's solution](#)

285.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[pp_orange's solution](#)

286.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,289 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[pp_orange's solution](#)

287.

1942C1

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

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

[pp_orange's solution](#)

288.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[pp_orange's solution](#)

289.

1889A

[Qingshan Loves Strings 2](#) · Tutorial

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[pp_orange's solution](#)

290.

1879C

[Make it Alternating](#) · Tutorial

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[pp_orange's solution](#)

291.

1870C

[Colorful Table](#) · Tutorial

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[pp_orange's solution](#)

292.

1868A

[Fill in the Matrix](#) · Tutorial

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[pp_orange's solution](#)

293.

1839C

[Insert Zero and Invert Prefix](#) · Tutorial

Quality: 13,442 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

294.

1823C

[Strongly Composite](#) · Tutorial

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pp_orange's solution](#)

295.

1776H

[Beppa and SwerChat](#) · Tutorial

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[pp_orange's solution](#)

296.

1788C

[Matching Numbers](#) · Tutorial

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

297.

1786B

[Cake Assembly Line](#) · Tutorial

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[pp_orange's solution](#)

298.

1778B

[The Forbidden Permutation](#) · Tutorial

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

299.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,869 global accepts · Rating: 1300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[pp_orange's solution](#)

300.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,733 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[pp_orange's solution](#)

301.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[pp_orange's solution](#)

302.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[pp_orange's solution](#)

303.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 1300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[pp_orange's solution](#)

304.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[pp_orange's solution](#)

305.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pp_orange's solution](#)

306.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[pp_orange's solution](#)

307.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,267 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[pp_orange's solution](#)

308.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pp_orange's solution](#)

309.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[pp_orange's solution](#)

310.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[pp_orange's solution](#)

311.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[pp_orange's solution](#)

312.

185A

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Quality: 6,520 global accepts · Rating: 1300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

313.

1659B

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Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[pp_orange's solution](#)

314.

1661B

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Quality: 20,663 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[pp_orange's solution](#)

315.

1660C

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

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[pp_orange's solution](#)

316.

612A

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Quality: 7,838 global accepts · Rating: 1300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[pp_orange's solution](#)

317.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,158 global accepts · Rating: 1300 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[pp_orange's solution](#)

318.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[pp_orange's solution](#)

319.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[pp_orange's solution](#)

320.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[pp_orange's solution](#)

321.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[pp_orange's solution](#)

322.

1649B

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Quality: 13,958 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[pp_orange's solution](#)

323.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[pp_orange's solution](#)

324.

1627B

[Not Sitting](#) · [Tutorial](#)

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

[pp_orange's solution](#)

325.

2097A

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Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[pp_orange's solution](#)

326.

2084C

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Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pp_orange's solution](#)

327.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[pp_orange's solution](#)

328.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[pp_orange's solution](#)

329.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,984 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[pp_orange's solution](#)

330.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[pp_orange's solution](#)

331.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[pp_orange's solution](#)

332.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

333.

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[pp_orange's solution](#)

334.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[pp_orange's solution](#)

335.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[pp_orange's solution](#)

336.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[pp_orange's solution](#)

337.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[pp_orange's solution](#)

338.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[pp_orange's solution](#)

339.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math
[pp_orange's solution](#)

340.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[pp_orange's solution](#)

341.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[pp_orange's solution](#)

342.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[pp_orange's solution](#)

343.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

344.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[pp_orange's solution](#)

345.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,576 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[pp_orange's solution](#)

346.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,794 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

347.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[pp_orange's solution](#)

348.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[pp_orange's solution](#)

349.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,264 global accepts · Rating: 1400 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

350.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[pp_orange's solution](#)

351.

1771B

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

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[pp_orange's solution](#)

352.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[pp_orange's solution](#)

353.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[pp_orange's solution](#)

354.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[pp_orange's solution](#)

355.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[pp_orange's solution](#)

356.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[pp_orange's solution](#)

357.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[pp_orange's solution](#)

358.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[pp_orange's solution](#)

359.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[pp_orange's solution](#)

360.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

361.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[pp_orange's solution](#)

362.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[pp_orange's solution](#)

363.

1714E

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Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[pp_orange's solution](#)

364.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[pp_orange's solution](#)

365.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[pp_orange's solution](#)

366.

1691C

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Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[pp_orange's solution](#)

367.

1679C

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Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[pp_orange's solution](#)

368.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, math

[pp_orange's solution](#)

369.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[pp_orange's solution](#)

370.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[pp_orange's solution](#)

371.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pp_orange's solution](#)

372.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[pp_orange's solution](#)

373.

1627C

[Not Assigning](#) · [Tutorial](#)

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

[pp_orange's solution](#)

374.

2115A

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

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[pp_orange's solution](#)

375.

2057C

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

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[pp_orange's solution](#)

376.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[pp_orange's solution](#)

377.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[pp_orange's solution](#)

378.

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[pp_orange's solution](#)

379.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[pp_orange's solution](#)

380.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

381.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[pp_orange's solution](#)

382.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[pp_orange's solution](#)

383.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

384.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[pp_orange's solution](#)

385.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[pp_orange's solution](#)

386.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[pp_orange's solution](#)

387.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,755 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[pp_orange's solution](#)

388.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, sortings

[pp_orange's solution](#)

389.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pp_orange's solution](#)

390.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,883 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[pp_orange's solution](#)

391.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,628 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[pp_orange's solution](#)

392.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pp_orange's solution](#)

393.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[pp_orange's solution](#)

394.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[pp_orange's solution](#)

395.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[pp_orange's solution](#)

396.

1738C

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

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[pp_orange's solution](#)

397.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[pp_orange's solution](#)

398.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[pp_orange's solution](#)

399.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,052 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[pp_orange's solution](#)

400.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[pp_orange's solution](#)

401.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,397 global accepts · Rating: 1500 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[pp_orange's solution](#)

402.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[pp_orange's solution](#)

403.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[pp_orange's solution](#)

404.

1631C

[And Matching](#) · [Tutorial](#)

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

405.

1616C

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406.

2084D

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2046B

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408.

643B

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409.

873C

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410.

1806C

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411.

1796C

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412.

845B

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413.

837B

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414.

825C

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825B

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416.

1795D

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417.

818B

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1778C

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419.

1782C

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420.

1775C

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421.

691B

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422.

678C

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678B

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665A

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425.

1779C

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426.

660C

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427.

1766D

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1771C

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429.

888D

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430.

1748C

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431.

1754D

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432.

197A

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433.

1730B

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434.

1688D

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1680C

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1665C

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1660E

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1660D

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439.

616D

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440.

616C

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600A

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1633D

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1623C

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2045A

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2023B

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1982D

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1930C

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452.

1916D

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453.

1906M

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454.

1889B

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455.

1879D

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1209D

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1776F

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818D

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1792D

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460.

813C

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1777C

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797C

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1783C

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464.

691D

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678D

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1779D

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632C

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1770C

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1731D

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1731C

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622C

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1765D

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1735D

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1661C

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1658C

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598D

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1644D

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1629D

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482.

2101B

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483.

2081A

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484.

2079D

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485.

2045M

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486.

1979D

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487.

1965B

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488.

1949I

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489.

1912K

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490.

1870D

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1861D

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1805D

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493.

911D

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[pp_orange's solution](#)

494.

873D

[Merge Sort](#) · [Tutorial](#)

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[pp_orange's solution](#)

495.

863D

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[pp_orange's solution](#)

496.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

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497.

846F

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Quality: 2,656 global accepts · Rating: 1800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, probabilities, two pointers

[pp_orange's solution](#)

498.

846C

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[pp_orange's solution](#)

499.

846B

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500.

845D

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501.

1793D

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502.

1780D

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[pp_orange's solution](#)

503.

813B

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Quality: 4,438 global accepts · Rating: 1800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pp_orange's solution](#)

504.

1782D

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

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

[pp_orange's solution](#)

505.

1775D

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Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[pp_orange's solution](#)

506.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,970 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[pp_orange's solution](#)

507.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[pp_orange's solution](#)

508.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[pp_orange's solution](#)

509.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[pp_orange's solution](#)

510.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[pp_orange's solution](#)

511.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[pp_orange's solution](#)

512.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[pp_orange's solution](#)

513.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[pp_orange's solution](#)

514.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[pp_orange's solution](#)

515.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[pp_orange's solution](#)

516.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[pp_orange's solution](#)

517.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[pp_orange's solution](#)

518.

1713D

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Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[pp_orange's solution](#)

519.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[pp_orange's solution](#)

520.

612D

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Quality: 4,361 global accepts · Rating: 1800 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[pp_orange's solution](#)

521.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1800 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pp_orange's solution](#)

522.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings
[pp_orange's solution](#)

523.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[pp_orange's solution](#)

524.

1631D

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

Rating: 1800 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers
[pp_orange's solution](#)

525.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[pp_orange's solution](#)

526.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · last AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[pp_orange's solution](#)

527.

2038G

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Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[pp_orange's solution](#)

528.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[pp_orange's solution](#)

529.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[pp_orange's solution](#)

530.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[pp_orange's solution](#)

531.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[pp_orange's solution](#)

532.

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[pp_orange's solution](#)

533.

1912A

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Quality: 2,989 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[pp_orange's solution](#)

534.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[pp_orange's solution](#)

535.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1900 · first AC: 2022-12-29 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[pp_orange's solution](#)

536.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[pp_orange's solution](#)

537.

1817B

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Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[pp_orange's solution](#)

538.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[pp_orange's solution](#)

539.

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[pp_orange's solution](#)

540.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[pp_orange's solution](#)

541.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[pp_orange's solution](#)

542.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[pp_orange's solution](#)

543.

846D

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Quality: 2,840 global accepts · Rating: 1900 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[pp_orange's solution](#)

544.

1800F

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Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · last AC: 2023-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[pp_orange's solution](#)

545.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[pp_orange's solution](#)

546.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[pp_orange's solution](#)

547.

1777D

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Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[pp_orange's solution](#)

548.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[pp_orange's solution](#)

549.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1900 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[pp_orange's solution](#)

550.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[pp_orange's solution](#)

551.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

552.

792D

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Quality: 3,396 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, trees
[pp_orange's solution](#)

553.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[pp_orange's solution](#)

554.

691E

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Quality: 3,089 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: matrices
[pp_orange's solution](#)

555.

660D

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Quality: 4,737 global accepts · Rating: 1900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry
[pp_orange's solution](#)

556.

510D

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Quality: 6,411 global accepts · Rating: 1900 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math
[pp_orange's solution](#)

557.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[pp_orange's solution](#)

558.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation
[pp_orange's solution](#)

559.

1773A

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Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[pp_orange's solution](#)

560.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[pp_orange's solution](#)

561.

1747D

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Quality: 5,559 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
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562.

1739D

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Quality: 6,235 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[pp_orange's solution](#)

563.

1719D2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math

[pp_orange's solution](#)

564.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[pp_orange's solution](#)

565.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[pp_orange's solution](#)

566.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[pp_orange's solution](#)

567.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[pp_orange's solution](#)

568.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings

[pp_orange's solution](#)

569.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[pp_orange's solution](#)

570.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[pp_orange's solution](#)

571.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[pp_orange's solution](#)

572.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

573.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[pp_orange's solution](#)

574.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[pp_orange's solution](#)

575.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[pp_orange's solution](#)

576.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

577.

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[pp_orange's solution](#)

578.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[pp_orange's solution](#)

579.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[pp_orange's solution](#)

580.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[pp_orange's solution](#)

581.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[pp_orange's solution](#)

582.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[pp_orange's solution](#)

583.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[pp_orange's solution](#)

584.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[pp_orange's solution](#)

585.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[pp_orange's solution](#)

586.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[pp_orange's solution](#)

587.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pp_orange's solution](#)

588.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[pp_orange's solution](#)

589.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[pp_orange's solution](#)

590.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy

[pp_orange's solution](#)

591.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[pp_orange's solution](#)

592.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[pp_orange's solution](#)

593.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[pp_orange's solution](#)

594.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[pp_orange's solution](#)

595.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[pp_orange's solution](#)

596.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[pp_orange's solution](#)

597.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[pp_orange's solution](#)

598.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,400 global accepts · Rating: 2000 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[pp_orange's solution](#)

599.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[pp_orange's solution](#)

600.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[pp_orange's solution](#)

601.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[pp_orange's solution](#)

602.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[pp_orange's solution](#)

603.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[pp_orange's solution](#)

604.

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: schedules, sortings

[pp_orange's solution](#)

605.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,853 global accepts · Rating: 2000 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[pp_orange's solution](#)

606.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[pp_orange's solution](#)

607.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[pp_orange's solution](#)

608.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,303 global accepts · Rating: 2000 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[pp_orange's solution](#)

609.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[pp_orange's solution](#)

610.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[pp_orange's solution](#)

611.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[pp_orange's solution](#)

612.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pp_orange's solution](#)

613.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[pp_orange's solution](#)

614.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[pp_orange's solution](#)

615.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[pp_orange's solution](#)

616.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[pp_orange's solution](#)

617.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[pp_orange's solution](#)

618.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[pp_orange's solution](#)

619.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[pp_orange's solution](#)

620.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[pp_orange's solution](#)

621.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, math

[pp_orange's solution](#)

622.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[pp_orange's solution](#)

623.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[pp_orange's solution](#)

624.

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[pp_orange's solution](#)

625.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory
[pp_orange's solution](#)

626.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[pp_orange's solution](#)

627.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[pp_orange's solution](#)

628.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[pp_orange's solution](#)

629.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[pp_orange's solution](#)

630.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[pp_orange's solution](#)

631.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[pp_orange's solution](#)

632.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[pp_orange's solution](#)

633.

56D

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[pp_orange's solution](#)

634.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[pp_orange's solution](#)

635.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[pp_orange's solution](#)

636.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[pp_orange's solution](#)

637.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[pp_orange's solution](#)

638.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[pp_orange's solution](#)

639.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[pp_orange's solution](#)

640.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[pp_orange's solution](#)

641.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[pp_orange's solution](#)

642.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[pp_orange's solution](#)

643.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[pp_orange's solution](#)

644.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[pp_orange's solution](#)

645.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 2100 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[pp_orange's solution](#)

646.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2023-01-18 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[pp_orange's solution](#)

647.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[pp_orange's solution](#)

648.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pp_orange's solution](#)

649.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[pp_orange's solution](#)

650.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs

[pp_orange's solution](#)

651.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 2100 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[pp_orange's solution](#)

652.

665E

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

Quality: 4,423 global accepts · Rating: 2100 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[pp_orange's solution](#)

653.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[pp_orange's solution](#)

654.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-10-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[pp_orange's solution](#)

655.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[pp_orange's solution](#)

656.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle
[pp_orange's solution](#)

657.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory
[pp_orange's solution](#)

658.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[pp_orange's solution](#)

659.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[pp_orange's solution](#)

660.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[pp_orange's solution](#)

661.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
[pp_orange's solution](#)

662.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings
[pp_orange's solution](#)

663.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[pp_orange's solution](#)

664.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees
[pp_orange's solution](#)

665.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[pp_orange's solution](#)

666.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2023-10-26 · last AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[pp_orange's solution](#)

667.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings
[pp_orange's solution](#)

668.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[pp_orange's solution](#)

669.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[pp_orange's solution](#)

670.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[pp_orange's solution](#)

671.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2023-01-06 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[pp_orange's solution](#)

672.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, trees
[pp_orange's solution](#)

673.

1867E2

[Salyg1n and Array \(hard version\) · Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[pp_orange's solution](#)

674.

1249F

[Maximum Weight Subset · Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[pp_orange's solution](#)

675.

731E

[Funny Game · Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[pp_orange's solution](#)

676.

377C

[Captains Mode · Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
[pp_orange's solution](#)

677.

1272F

[Two Bracket Sequences · Tutorial](#)

Quality: 2,333 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[pp_orange's solution](#)

678.

1227F1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[pp_orange's solution](#)

679.

712D

[Memory and Scores · Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[pp_orange's solution](#)

680.

353E

[Antichain · Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy
[pp_orange's solution](#)

681.

1225E

[Rock Is Push · Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[pp_orange's solution](#)

682.

1136E

[Nastya Hasn't Written a Legend · Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[pp_orange's solution](#)

683.

518E

[Arthur and Questions · Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, ternary search
[pp_orange's solution](#)

684.

125D

[Two progressions](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[pp_orange's solution](#)

685.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[pp_orange's solution](#)

686.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[pp_orange's solution](#)

687.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2023-03-28 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[pp_orange's solution](#)

688.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[pp_orange's solution](#)

689.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[pp_orange's solution](#)

690.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: flows
[pp_orange's solution](#)

691.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[pp_orange's solution](#)

692.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[pp_orange's solution](#)

693.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[pp_orange's solution](#)

694.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[pp_orange's solution](#)

695.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[pp_orange's solution](#)

696.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[pp_orange's solution](#)

697.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[pp_orange's solution](#)

698.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[pp_orange's solution](#)

699.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[pp_orange's solution](#)

700.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[pp_orange's solution](#)

701.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[pp_orange's solution](#)

702.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[pp_orange's solution](#)

703.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[pp_orange's solution](#)

704.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[pp_orange's solution](#)

705.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp
[pp_orange's solution](#)

706.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[pp_orange's solution](#)

707.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, strings
[pp_orange's solution](#)

708.

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[pp_orange's solution](#)

709.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[pp_orange's solution](#)

710.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[pp_orange's solution](#)

711.

1737D

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

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[pp_orange's solution](#)

712.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[pp_orange's solution](#)

713.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[pp_orange's solution](#)

714.

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

[pp_orange's solution](#)

715.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: *special

[pp_orange's solution](#)

716.

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

[pp_orange's solution](#)

717.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pp_orange's solution](#)

718.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[pp_orange's solution](#)

719.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

720.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[pp_orange's solution](#)

721.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pp_orange's solution](#)

722.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[pp_orange's solution](#)

723.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[pp_orange's solution](#)

724.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[pp_orange's solution](#)

725.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

726.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[pp_orange's solution](#)

727.

1875F

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

Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[pp_orange's solution](#)

728.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[pp_orange's solution](#)

729.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[pp_orange's solution](#)

730.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[pp_orange's solution](#)

731.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[pp_orange's solution](#)

732.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[pp_orange's solution](#)

733.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[pp_orange's solution](#)

734.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pp_orange's solution](#)

735.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[pp_orange's solution](#)

736.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[pp_orange's solution](#)

737.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[pp_orange's solution](#)

738.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[pp_orange's solution](#)

739.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[pp_orange's solution](#)

740.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[pp_orange's solution](#)

741.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[pp_orange's solution](#)

742.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pp_orange's solution](#)

743.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[pp_orange's solution](#)

744.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[pp_orange's solution](#)

745.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[pp_orange's solution](#)

746.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 792 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[pp_orange's solution](#)

747.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees
[pp_orange's solution](#)

748.

845G

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

Quality: 2,161 global accepts · Rating: 2300 · first AC: 2023-02-12 · last AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[pp_orange's solution](#)

749.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[pp_orange's solution](#)

750.

1782E

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

Rating: 2300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[pp_orange's solution](#)

751.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search
[pp_orange's solution](#)

752.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[pp_orange's solution](#)

753.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[pp_orange's solution](#)

754.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[pp_orange's solution](#)

755.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[pp_orange's solution](#)

756.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[pp_orange's solution](#)

757.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[pp_orange's solution](#)

758.

628E

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

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[pp_orange's solution](#)

759.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: games, trees
[pp_orange's solution](#)

760.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math
[pp_orange's solution](#)

761.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[pp_orange's solution](#)

762.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[pp_orange's solution](#)

763.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[pp_orange's solution](#)

764.

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
[pp_orange's solution](#)

765.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[pp_orange's solution](#)

766.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[pp_orange's solution](#)

767.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[pp_orange's solution](#)

768.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[pp_orange's solution](#)

769.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2023-11-02 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[pp_orange's solution](#)

770.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[pp_orange's solution](#)

771.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[pp_orange's solution](#)

772.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[pp_orange's solution](#)

773.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[pp_orange's solution](#)

774.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and

conquer, graphs, implementation, interactive, trees

[pp_orange's solution](#)

775.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[pp_orange's solution](#)

776.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[pp_orange's solution](#)

777.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[pp_orange's solution](#)

778.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[pp_orange's solution](#)

779.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[pp_orange's solution](#)

780.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[pp_orange's solution](#)

781.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[pp_orange's solution](#)

782.

1912H

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

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[pp_orange's solution](#)

783.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[pp_orange's solution](#)

784.

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pp_orange's solution](#)

785.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[pp_orange's solution](#)

786.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, matrices, number theory
[pp_orange's solution](#)

787.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[pp_orange's solution](#)

788.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices
[pp_orange's solution](#)

789.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[pp_orange's solution](#)

790.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[pp_orange's solution](#)

791.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar
[pp_orange's solution](#)

792.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[pp_orange's solution](#)

793.

304E

[Minimum Modular](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory
[pp_orange's solution](#)

794.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[pp_orange's solution](#)

795.

1875E

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

Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[pp_orange's solution](#)

796.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[pp_orange's solution](#)

797.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[pp_orange's solution](#)

798.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[pp_orange's solution](#)

799.

350D

[Looking for Owls](#) · [Tutorial](#)

Quality: 296 global accepts · Rating: 2400 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, hashing, sortings

[pp_orange's solution](#)

800.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[pp_orange's solution](#)

801.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pp_orange's solution](#)

802.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[pp_orange's solution](#)

803.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[pp_orange's solution](#)

804.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[pp_orange's solution](#)

805.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs
[pp_orange's solution](#)

806.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[pp_orange's solution](#)

807.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[pp_orange's solution](#)

808.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[pp_orange's solution](#)

809.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[pp_orange's solution](#)

810.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[pp_orange's solution](#)

811.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · last AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[pp_orange's solution](#)

812.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees
[pp_orange's solution](#)

813.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[pp_orange's solution](#)

814.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees
[pp_orange's solution](#)

815.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-10-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[pp_orange's solution](#)

816.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[pp_orange's solution](#)

817.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[pp_orange's solution](#)

818.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[pp_orange's solution](#)

819.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2022-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[pp_orange's solution](#)

820.

710F

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

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[pp_orange's solution](#)

821.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[pp_orange's solution](#)

822.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[pp_orange's solution](#)

823.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[pp_orange's solution](#)

824.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pp_orange's solution](#)

825.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[pp_orange's solution](#)

826.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[pp_orange's solution](#)

827.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pp_orange's solution](#)

828.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[pp_orange's solution](#)

829.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[pp_orange's solution](#)

830.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[pp_orange's solution](#)

831.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[pp_orange's solution](#)

832.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[pp_orange's solution](#)

833.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[pp_orange's solution](#)

834.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[pp_orange's solution](#)

835.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[pp_orange's solution](#)

836.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[pp_orange's solution](#)

837.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[pp_orange's solution](#)

838.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math
[pp_orange's solution](#)

839.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[pp_orange's solution](#)

840.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs
[pp_orange's solution](#)

841.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[pp_orange's solution](#)

842.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[pp_orange's solution](#)

843.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[pp_orange's solution](#)

844.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[pp_orange's solution](#)

845.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[pp_orange's solution](#)

846.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2023-01-08 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

847.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[pp_orange's solution](#)

848.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pp_orange's solution](#)

849.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dsu

[pp_orange's solution](#)

850.

884F

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

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[pp_orange's solution](#)

851.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[pp_orange's solution](#)

852.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[pp_orange's solution](#)

853.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[pp_orange's solution](#)

854.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[pp_orange's solution](#)

855.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, greedy, interactive
[pp_orange's solution](#)

856.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[pp_orange's solution](#)

857.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[pp_orange's solution](#)

858.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs
[pp_orange's solution](#)

859.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[pp_orange's solution](#)

860.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[pp_orange's solution](#)

861.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[pp_orange's solution](#)

862.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers
[pp_orange's solution](#)

863.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[pp_orange's solution](#)

864.

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[pp_orange's solution](#)

865.

2079B

[Arithmetic Exercise](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy
[pp_orange's solution](#)

866.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[pp_orange's solution](#)

867.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[pp_orange's solution](#)

868.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-11-05 · last AC: 2024-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[pp_orange's solution](#)

869.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[pp_orange's solution](#)

870.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[pp_orange's solution](#)

871.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers
[pp_orange's solution](#)

872.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2023-02-11 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities
[pp_orange's solution](#)

873.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[pp_orange's solution](#)

874.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[pp_orange's solution](#)

875.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[pp_orange's solution](#)

876.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[pp_orange's solution](#)

877.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[pp_orange's solution](#)

878.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2023-11-11 · last AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[pp_orange's solution](#)

879.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pp_orange's solution](#)

880.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[pp_orange's solution](#)

881.

1599J

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

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[pp_orange's solution](#)

882.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-07-26 · last AC: 2023-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[pp_orange's solution](#)

883.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[pp_orange's solution](#)

884.

1391E

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Quality: 1,926 global accepts · Rating: 2600 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[pp_orange's solution](#)

885.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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886.

963C

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Quality: 672 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[pp_orange's solution](#)

887.

542E

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Quality: 973 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[pp_orange's solution](#)

888.

1140F

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Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[pp_orange's solution](#)

889.

1793F

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Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[pp_orange's solution](#)

890.

1120E

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Quality: 141 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[pp_orange's solution](#)

891.

484C

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Quality: 629 global accepts · Rating: 2600 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pp_orange's solution](#)

892.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[pp_orange's solution](#)

893.

1107F

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Quality: 953 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[pp_orange's solution](#)

894.

811E

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Quality: 980 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[pp_orange's solution](#)

895.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[pp_orange's solution](#)

896.

1153F

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Quality: 929 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[pp_orange's solution](#)

897.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[pp_orange's solution](#)

898.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[pp_orange's solution](#)

899.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation
[pp_orange's solution](#)

900.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-07-26 · last AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp
[pp_orange's solution](#)

901.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[pp_orange's solution](#)

902.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, geometry, greedy
[pp_orange's solution](#)

903.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[pp_orange's solution](#)

904.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[pp_orange's solution](#)

905.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[pp_orange's solution](#)

906.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

907.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[pp_orange's solution](#)

908.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-02 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[pp_orange's solution](#)

909.

622F

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

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[pp_orange's solution](#)

910.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[pp_orange's solution](#)

911.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pp_orange's solution](#)

912.

838D

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

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[pp_orange's solution](#)

913.

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[pp_orange's solution](#)

914.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[pp_orange's solution](#)

915.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: hashing

[pp_orange's solution](#)

916.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[pp_orange's solution](#)

917.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[pp_orange's solution](#)

918.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[pp_orange's solution](#)

919.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[pp_orange's solution](#)

920.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[pp_orange's solution](#)

921.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[pp_orange's solution](#)

922.

1270G

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

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2024-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[pp_orange's solution](#)

923.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[pp_orange's solution](#)

924.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[pp_orange's solution](#)

925.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[pp_orange's solution](#)

926.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings
[pp_orange's solution](#)

927.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 657 global accepts · Rating: 2700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

928.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[pp_orange's solution](#)

929.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs
[pp_orange's solution](#)

930.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[pp_orange's solution](#)

931.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees
[pp_orange's solution](#)

932.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[pp_orange's solution](#)

933.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[pp_orange's solution](#)

934.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[pp_orange's solution](#)

935.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[pp_orange's solution](#)

936.

251D

[Two Sets · Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[pp_orange's solution](#)

937.

293B

[Distinct Paths · Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[pp_orange's solution](#)

938.

243D

[Cubes · Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, two pointers

[pp_orange's solution](#)

939.

1795G

[Removal Sequences · Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[pp_orange's solution](#)

940.

1615F

[LEGOnary Grandmaster · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-05-29 · last AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

941.

2097D

[Homework · Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, matrices

[pp_orange's solution](#)

942.

1375G

[Tree Modification · Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[pp_orange's solution](#)

943.

1400F

[x-prime Substrings · Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[pp_orange's solution](#)

944.

1904F

[Beautiful Tree · Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-14 · last AC: 2025-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[pp_orange's solution](#)

945.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-03-10 · last AC: 2025-02-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[pp_orange's solution](#)

946.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[pp_orange's solution](#)

947.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[pp_orange's solution](#)

948.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[pp_orange's solution](#)

949.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 2800 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[pp_orange's solution](#)

950.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[pp_orange's solution](#)

951.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-04-09 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[pp_orange's solution](#)

952.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[pp_orange's solution](#)

953.

1546E

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

Rating: 2800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[pp_orange's solution](#)

954.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[pp_orange's solution](#)

955.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[pp_orange's solution](#)

956.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[pp_orange's solution](#)

957.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[pp_orange's solution](#)

958.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[pp_orange's solution](#)

959.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pp_orange's solution](#)

960.

1155F

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[pp_orange's solution](#)

961.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees

[pp_orange's solution](#)

962.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[pp_orange's solution](#)

963.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

964.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[pp_orange's solution](#)

965.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

966.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[pp_orange's solution](#)

967.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[pp_orange's solution](#)

968.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[pp_orange's solution](#)

969.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[pp_orange's solution](#)

970.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[pp_orange's solution](#)

971.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[pp_orange's solution](#)

972.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities
[pp_orange's solution](#)

973.

819E

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

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[pp_orange's solution](#)

974.

1746F

[Kazaaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[pp_orange's solution](#)

975.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-01-09 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[pp_orange's solution](#)

976.

217E

[Alien DNA](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2800 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[pp_orange's solution](#)

977.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[pp_orange's solution](#)

978.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[pp_orange's solution](#)

979.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[pp_orange's solution](#)

980.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[pp_orange's solution](#)

981.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, geometry, trees
[pp_orange's solution](#)

982.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[pp_orange's solution](#)

983.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[pp_orange's solution](#)

984.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[pp_orange's solution](#)

985.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[pp_orange's solution](#)

986.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[pp_orange's solution](#)

987.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

988.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math
[pp_orange's solution](#)

989.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · last AC: 2025-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[pp_orange's solution](#)

990.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[pp_orange's solution](#)

991.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[pp_orange's solution](#)

992.

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[pp_orange's solution](#)

993.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[pp_orange's solution](#)

994.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-06-16 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows
[pp_orange's solution](#)

995.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[pp_orange's solution](#)

996.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, interactive

[pp_orange's solution](#)

997.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[pp_orange's solution](#)

998.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[pp_orange's solution](#)

999.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[pp_orange's solution](#)

1000.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[pp_orange's solution](#)

1001.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[pp_orange's solution](#)

1002.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[pp_orange's solution](#)

1003.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[pp_orange's solution](#)

1004.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[pp_orange's solution](#)

1005.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[pp_orange's solution](#)

1006.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[pp_orange's solution](#)

1007.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[pp_orange's solution](#)

1008.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[pp_orange's solution](#)

1009.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[pp_orange's solution](#)

1010.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[pp_orange's solution](#)

1011.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[pp_orange's solution](#)

1012.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[pp_orange's solution](#)

1013.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[pp_orange's solution](#)

1014.

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[pp_orange's solution](#)

1015.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-02-18 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[pp_orange's solution](#)

1016.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[pp_orange's solution](#)

1017.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[pp_orange's solution](#)

1018.

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[pp_orange's solution](#)

1019.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[pp_orange's solution](#)

1020.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-12 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[pp_orange's solution](#)

1021.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: flows

[pp_orange's solution](#)

1022.

1221G

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

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-12 · last AC: 2023-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[pp_orange's solution](#)

1023.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[pp_orange's solution](#)

1024.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[pp_orange's solution](#)

1025.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[pp_orange's solution](#)

1026.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[pp_orange's solution](#)

1027.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[pp_orange's solution](#)

1028.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pp_orange's solution](#)

1029.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[pp_orange's solution](#)

1030.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[pp_orange's solution](#)

1031.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[pp_orange's solution](#)

1032.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[pp_orange's solution](#)

1033.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[pp_orange's solution](#)

1034.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[pp_orange's solution](#)

1035.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[pp_orange's solution](#)

1036.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[pp_orange's solution](#)

1037.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[pp_orange's solution](#)

1038.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[pp_orange's solution](#)

1039.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[pp_orange's solution](#)

1040.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, games, graphs, trees
[pp_orange's solution](#)

1041.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[pp_orange's solution](#)

1042.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[pp_orange's solution](#)

1043.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities
[pp_orange's solution](#)

1044.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[pp_orange's solution](#)

1045.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[pp_orange's solution](#)

1046.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[pp_orange's solution](#)

1047.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[pp_orange's solution](#)

1048.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[pp_orange's solution](#)

1049.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games
[pp_orange's solution](#)

1050.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[pp_orange's solution](#)

1051.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities
[pp_orange's solution](#)

1052.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
[pp_orange's solution](#)

1053.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[pp_orange's solution](#)

1054.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[pp_orange's solution](#)

1055.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory
[pp_orange's solution](#)

1056.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices
[pp_orange's solution](#)

1057.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy
[pp_orange's solution](#)

1058.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[pp_orange's solution](#)

1059.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[pp_orange's solution](#)

1060.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[pp_orange's solution](#)

1061.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[pp_orange's solution](#)

1062.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[pp_orange's solution](#)

1063.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[pp_orange's solution](#)

1064.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math

[pp_orange's solution](#)

1065.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[pp_orange's solution](#)

1066.

792F

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

Quality: 235 global accepts · Rating: 3100 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[pp_orange's solution](#)

1067.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-09-24 · last AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[pp_orange's solution](#)

1068.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[pp_orange's solution](#)

1069.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2025-04-14 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[pp_orange's solution](#)

1070.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: fft, math
[pp_orange's solution](#)

1071.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[pp_orange's solution](#)

1072.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[pp_orange's solution](#)

1073.

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pp_orange's solution](#)

1074.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees
[pp_orange's solution](#)

1075.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[pp_orange's solution](#)

1076.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[pp_orange's solution](#)

1077.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-11-01 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows
[pp_orange's solution](#)

1078.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees
[pp_orange's solution](#)

1079.

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[pp_orange's solution](#)

1080.

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, probabilities

[pp_orange's solution](#)

1081.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry

[pp_orange's solution](#)

1082.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[pp_orange's solution](#)

1083.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[pp_orange's solution](#)

1084.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-01-30 · last AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[pp_orange's solution](#)

1085.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[pp_orange's solution](#)

1086.

1630F

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

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-02-19 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[pp_orange's solution](#)

1087.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[pp_orange's solution](#)

1088.

1336E2

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

Quality: 482 global accepts · Rating: 3500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[pp_orange's solution](#)

1089.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[pp_orange's solution](#)

1090.

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, trees

[pp_orange's solution](#)

1091.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[pp_orange's solution](#)

1092.

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[pp_orange's solution](#)

1093.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[pp_orange's solution](#)

1094.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[pp_orange's solution](#)

1095.

100197A

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[pp_orange's solution](#)

1096.

100197B

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[pp_orange's solution](#)

1097.

100197E

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

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[pp_orange's solution](#)

1098.

100197G

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[pp_orange's solution](#)

1099.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[pp_orange's solution](#)

1100.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: *special

[pp_orange's solution](#)

1101.

100517C

[Comb Avoiding Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[pp_orange's solution](#)

1102.

100365H

[Peaks](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[pp_orange's solution](#)

1103.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[pp_orange's solution](#)

1104.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[pp_orange's solution](#)

1105.

100199D

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

Rating: — · first AC: 2022-03-20 · last AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[pp_orange's solution](#)

1106.

103348F

[Playwrite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1107.

103317H

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1108.

103348E

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1109.

103348D

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1110.

103348C

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1111.

103317F

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1112.

103317E

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1113.

103317B

[Pro Bending](#) · [Tutorial](#)

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1114.

103317A

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