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1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[psoet's solution](#)

**104.**

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[psoet's solution](#)

**105.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[psoet's solution](#)

**106.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[psoet's solution](#)

**107.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2020-06-17 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: math  
[psoet's solution](#)

**108.**

1362A

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

Quality: 34,079 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[psoet's solution](#)

**109.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[psoet's solution](#)

**110.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math  
[psoet's solution](#)

**111.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings  
[psoet's solution](#)

**112.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[psoet's solution](#)

**113.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[psoet's solution](#)

**114.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[psoet's solution](#)

**115.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[psoet's solution](#)

**116.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[psoet's solution](#)

### 117.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[psoet's solution](#)

### 118.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[psoet's solution](#)

### 119.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[psoet's solution](#)

### 120.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[psoet's solution](#)

### 121.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[psoet's solution](#)

### 122.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[psoet's solution](#)

### 123.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[psoet's solution](#)

### 124.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[psoet's solution](#)

### 125.

1656B

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

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[psoet's solution](#)

### 126.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[psoet's solution](#)

**127.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[psoet's solution](#)

**128.**

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math  
[psoet's solution](#)

**129.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings  
[psoet's solution](#)

**130.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, games  
[psoet's solution](#)

**131.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[psoet's solution](#)

**132.**

1366A

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

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[psoet's solution](#)

**133.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-06 · last AC: 2020-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math  
[psoet's solution](#)

**134.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: greedy, implementation  
[psoet's solution](#)

**135.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[psoet's solution](#)

**136.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[psoet's solution](#)

**137.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[psoet's solution](#)

**138.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[psoet's solution](#)

**139.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[psoet's solution](#)

**140.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[psoet's solution](#)

**141.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[psoet's solution](#)

**142.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[psoet's solution](#)

**143.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[psoet's solution](#)

**144.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[psoet's solution](#)

**145.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[psoet's solution](#)

**146.**

1635C

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

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[psoet's solution](#)

**147.**

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[psoet's solution](#)

**148.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
[psoet's solution](#)

**149.**

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[psoet's solution](#)

**150.**

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[psoet's solution](#)

**151.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings  
[psoet's solution](#)

**152.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation  
[psoet's solution](#)

**153.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[psoet's solution](#)

**154.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[psoet's solution](#)

**155.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: greedy  
[psoet's solution](#)

**156.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[psoet's solution](#)

**157.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math  
[psoet's solution](#)

**158.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force  
[psoet's solution](#)

**159.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[psoet's solution](#)

**160.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[psoet's solution](#)

**161.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[psoet's solution](#)

**162.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[psoet's solution](#)

**163.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[psoet's solution](#)

**164.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[psoet's solution](#)

**165.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[psoet's solution](#)

**166.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[psoet's solution](#)

**167.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[psoet's solution](#)

**168.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[psoet's solution](#)

**169.**

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[psoet's solution](#)

**170.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[psoet's solution](#)

**171.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[psoet's solution](#)

**172.**

1601A

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

Quality: 21,090 global accepts · Rating: 1300 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[psoet's solution](#)

**173.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math

[psoet's solution](#)

**174.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[psoet's solution](#)

**175.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[psoet's solution](#)

**176.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[psoet's solution](#)

**177.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[psoet's solution](#)

**178.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[psoet's solution](#)

**179.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, sortings

[psoet's solution](#)

**180.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: implementation  
[psoet's solution](#)

**181.**

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings  
[psoet's solution](#)

**182.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[psoet's solution](#)

**183.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math  
[psoet's solution](#)

**184.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers  
[psoet's solution](#)

**185.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[psoet's solution](#)

**186.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation  
[psoet's solution](#)

**187.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers  
[psoet's solution](#)

**188.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[psoet's solution](#)

**189.**

1805C

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

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math  
[psoet's solution](#)

**190.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[psoet's solution](#)

**191.**

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[psoet's solution](#)

**192.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[psoet's solution](#)

**193.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[psoet's solution](#)

**194.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[psoet's solution](#)

**195.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[psoet's solution](#)

**196.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[psoet's solution](#)

**197.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[psoet's solution](#)

**198.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[psoet's solution](#)

**199.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,763 global accepts · Rating: 1400 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[psoet's solution](#)

**200.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[psoet's solution](#)

## 201.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[psoet's solution](#)

## 202.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[psoet's solution](#)

## 203.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[psoet's solution](#)

## 204.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[psoet's solution](#)

## 205.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[psoet's solution](#)

## 206.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[psoet's solution](#)

## 207.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[psoet's solution](#)

## 208.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[psoet's solution](#)

## 209.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[psoet's solution](#)

## 210.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

greedy

[psoet's solution](#)

**211.**

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[psoet's solution](#)

**212.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**213.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[psoet's solution](#)

**214.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[psoet's solution](#)

**215.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[psoet's solution](#)

**216.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[psoet's solution](#)

**217.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[psoet's solution](#)

**218.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[psoet's solution](#)

**219.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[psoet's solution](#)

**220.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[psoet's solution](#)

**221.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[psoet's solution](#)

**222.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[psoet's solution](#)

**223.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[psoet's solution](#)

**224.**

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[psoet's solution](#)

**225.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[psoet's solution](#)

**226.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 1500 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[psoet's solution](#)

**227.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[psoet's solution](#)

**228.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[psoet's solution](#)

**229.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[psoet's solution](#)

**230.**

1646C

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

Quality: 19,514 global accepts · Rating: 1500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[psoet's solution](#)

**231.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[psoet's solution](#)

**232.**

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[psoet's solution](#)

**233.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[psoet's solution](#)

**234.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[psoet's solution](#)

**235.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[psoet's solution](#)

**236.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[psoet's solution](#)

**237.**

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[psoet's solution](#)

**238.**

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[psoet's solution](#)

**239.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[psoet's solution](#)

**240.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs  
[psoet's solution](#)

**241.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers  
[psoet's solution](#)

**242.**

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory  
[psoet's solution](#)

**243.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[psoet's solution](#)

**244.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,223 global accepts · Rating: 1500 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: hashing, implementation  
[psoet's solution](#)

**245.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms  
[psoet's solution](#)

**246.**

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[psoet's solution](#)

**247.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math  
[psoet's solution](#)

**248.**

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[psoet's solution](#)

**249.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[psoet's solution](#)

**250.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation  
[psoet's solution](#)

**251.**

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[psoet's solution](#)

**252.**

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[psoet's solution](#)

**253.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[psoet's solution](#)

**254.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[psoet's solution](#)

**255.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[psoet's solution](#)

**256.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: trees

[psoet's solution](#)

**257.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[psoet's solution](#)

**258.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[psoet's solution](#)

**259.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[psoet's solution](#)

**260.**

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[psoet's solution](#)

**261.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[psoet's solution](#)

**262.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[psoet's solution](#)

**263.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[psoet's solution](#)

**264.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[psoet's solution](#)

**265.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[psoet's solution](#)

**266.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[psoet's solution](#)

**267.**

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy

[psoet's solution](#)

**268.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[psoet's solution](#)

**269.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[psoet's solution](#)

**270.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[psoet's solution](#)

**271.**

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
[psoet's solution](#)

**272.**

1610C

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

Quality: 15,621 global accepts · Rating: 1600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[psoet's solution](#)

**273.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees  
[psoet's solution](#)

**274.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[psoet's solution](#)

**275.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math  
[psoet's solution](#)

**276.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees  
[psoet's solution](#)

**277.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[psoet's solution](#)

**278.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[psoet's solution](#)

**279.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory  
[psoet's solution](#)

**280.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[psoet's solution](#)

**281.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: games, trees

[psoet's solution](#)

**282.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[psoet's solution](#)

**283.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[psoet's solution](#)

**284.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[psoet's solution](#)

**285.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[psoet's solution](#)

**286.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[psoet's solution](#)

**287.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[psoet's solution](#)

**288.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory

[psoet's solution](#)

**289.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[psoet's solution](#)

**290.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[psoet's solution](#)

**291.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[psoet's solution](#)

**292.**

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[psoet's solution](#)

**293.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[psoet's solution](#)

**294.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[psoet's solution](#)

**295.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[psoet's solution](#)

**296.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[psoet's solution](#)

**297.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[psoet's solution](#)

**298.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[psoet's solution](#)

**299.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[psoet's solution](#)

**300.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[psoet's solution](#)

**301.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[psoet's solution](#)

**302.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[psoet's solution](#)

**303.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[psoet's solution](#)

**304.**

759A

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[psoet's solution](#)

**305.**

1229A

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

Rating: 1700 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[psoet's solution](#)

**306.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[psoet's solution](#)

**307.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[psoet's solution](#)

**308.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[psoet's solution](#)

**309.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · last AC: 2022-07-04 · GNU C++11 (first AC) · Tags: games, geometry, math

[psoet's solution](#)

**310.**

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[psoet's solution](#)

**311.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[psoet's solution](#)

**312.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, trees

[psoet's solution](#)

**313.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[psoet's solution](#)

**314.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[psoet's solution](#)

**315.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[psoet's solution](#)

**316.**

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[psoet's solution](#)

**317.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[psoet's solution](#)

**318.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[psoet's solution](#)

**319.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,537 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[psoet's solution](#)

**320.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[psoet's solution](#)

**321.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[psoet's solution](#)

**322.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**323.**

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[psoet's solution](#)

**324.**

1586C

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

Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[psoet's solution](#)

**325.**

1594D

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

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[psoet's solution](#)

**326.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[psoet's solution](#)

**327.**

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[psoet's solution](#)

**328.**

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[psoet's solution](#)

**329.**

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,201 global accepts · Rating: 1700 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[psoet's solution](#)

**330.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: games, greedy

[psoet's solution](#)

**331.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: games, greedy, math

[psoet's solution](#)

**332.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: games, math

[psoet's solution](#)

**333.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[psoet's solution](#)

**334.**

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[psoet's solution](#)

**335.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[psoet's solution](#)

**336.**

1384C

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

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[psoet's solution](#)

**337.**

219D

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

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[psoet's solution](#)

**338.**

1382C2

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

Rating: 1700 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[psoet's solution](#)

**339.**

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[psoet's solution](#)

**340.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[psoet's solution](#)

**341.**

1362D

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

Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[psoet's solution](#)

**342.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, math

[psoet's solution](#)

**343.**

1341D

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

Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[psoet's solution](#)

**344.**

1337D

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

Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[psoet's solution](#)

**345.**

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[psoet's solution](#)

**346.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[psoet's solution](#)

**347.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[psoet's solution](#)

**348.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[psoet's solution](#)

**349.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[psoet's solution](#)

**350.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[psoet's solution](#)

**351.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[psoet's solution](#)

**352.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[psoet's solution](#)

**353.**

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[psoet's solution](#)

**354.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[psoet's solution](#)

**355.**

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[psoet's solution](#)

**356.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[psoet's solution](#)

**357.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[psoet's solution](#)

**358.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings  
[psoet's solution](#)

**359.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[psoet's solution](#)

**360.**

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation  
[psoet's solution](#)

**361.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[psoet's solution](#)

**362.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
[psoet's solution](#)

**363.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[psoet's solution](#)

**364.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[psoet's solution](#)

**365.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[psoet's solution](#)

**366.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[psoet's solution](#)

**367.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[psoet's solution](#)

**368.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[psoet's solution](#)

**369.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[psoet's solution](#)

**370.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[psoet's solution](#)

**371.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[psoet's solution](#)

**372.**

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[psoet's solution](#)

**373.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2022-04-12 · last AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[psoet's solution](#)

**374.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[psoet's solution](#)

**375.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[psoet's solution](#)

**376.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[psoet's solution](#)

**377.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[psoet's solution](#)

**378.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[psoet's solution](#)

**379.**

1586D

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

Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[psoet's solution](#)

**380.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,931 global accepts · Rating: 1800 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[psoet's solution](#)

**381.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[psoet's solution](#)

**382.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-08-28 · last AC: 2020-08-28 · GNU C++11 (first AC) · Tags: math, number theory

[psoet's solution](#)

**383.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-08-18 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[psoet's solution](#)

**384.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**385.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two

pointers

[psoet's solution](#)

**386.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[psoet's solution](#)

**387.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[psoet's solution](#)

**388.**

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[psoet's solution](#)

**389.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[psoet's solution](#)

**390.**

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[psoet's solution](#)

**391.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[psoet's solution](#)

**392.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[psoet's solution](#)

**393.**

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[psoet's solution](#)

**394.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[psoet's solution](#)

**395.**

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[psoet's solution](#)

**396.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[psoet's solution](#)

**397.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[psoet's solution](#)

**398.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[psoet's solution](#)

**399.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[psoet's solution](#)

**400.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[psoet's solution](#)

**401.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[psoet's solution](#)

**402.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[psoet's solution](#)

**403.**

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[psoet's solution](#)

**404.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[psoet's solution](#)

**405.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory,

two pointers

[psoet's solution](#)

**406.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[psoet's solution](#)

**407.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[psoet's solution](#)

**408.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[psoet's solution](#)

**409.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[psoet's solution](#)

**410.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[psoet's solution](#)

**411.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[psoet's solution](#)

**412.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[psoet's solution](#)

**413.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[psoet's solution](#)

**414.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**415.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[psoet's solution](#)

**416.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[psoet's solution](#)

**417.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[psoet's solution](#)

**418.**

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[psoet's solution](#)

**419.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[psoet's solution](#)

**420.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[psoet's solution](#)

**421.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[psoet's solution](#)

**422.**

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[psoet's solution](#)

**423.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[psoet's solution](#)

**424.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[psoet's solution](#)

**425.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[psoet's solution](#)

**426.**

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[psoet's solution](#)

**427.**

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,014 global accepts · Rating: 1900 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[psoet's solution](#)

**428.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: dp  
[psoet's solution](#)

**429.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities  
[psoet's solution](#)

**430.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2020-06-01 · last AC: 2020-06-01 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities  
[psoet's solution](#)

**431.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: data structures, dp  
[psoet's solution](#)

**432.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers  
[psoet's solution](#)

**433.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[psoet's solution](#)

**434.**

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[psoet's solution](#)

**435.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[psoet's solution](#)

**436.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy

[psoet's solution](#)

**437.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[psoet's solution](#)

**438.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[psoet's solution](#)

**439.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[psoet's solution](#)

**440.**

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[psoet's solution](#)

**441.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**442.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[psoet's solution](#)

**443.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[psoet's solution](#)

**444.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[psoet's solution](#)

**445.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[psoet's solution](#)

**446.**

1229B

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

Rating: 2000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[psoet's solution](#)

**447.**

1198C

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

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[psoet's solution](#)

**448.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[psoet's solution](#)

**449.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[psoet's solution](#)

**450.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[psoet's solution](#)

**451.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[psoet's solution](#)

**452.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[psoet's solution](#)

**453.**

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[psoet's solution](#)

**454.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[psoet's solution](#)

**455.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[psoet's solution](#)

**456.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[psoet's solution](#)

**457.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[psoet's solution](#)

**458.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[psoet's solution](#)

**459.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[psoet's solution](#)

**460.**

1588B

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

Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[psoet's solution](#)

**461.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[psoet's solution](#)

**462.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[psoet's solution](#)

**463.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[psoet's solution](#)

**464.**

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[psoet's solution](#)

**465.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[psoet's solution](#)

**466.**

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[psoet's solution](#)

**467.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[psoet's solution](#)

**468.**

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[psoet's solution](#)

**469.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings  
[psoet's solution](#)

**470.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[psoet's solution](#)

**471.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[psoet's solution](#)

**472.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities  
[psoet's solution](#)

**473.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[psoet's solution](#)

**474.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[psoet's solution](#)

**475.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation  
[psoet's solution](#)

**476.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-20 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[psoet's solution](#)

**477.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[psoet's solution](#)

**478.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**479.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[psoet's solution](#)

**480.**

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[psoet's solution](#)

**481.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[psoet's solution](#)

**482.**

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[psoet's solution](#)

**483.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**484.**

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2020-06-21 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**485.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[psoet's solution](#)

**486.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**487.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number

theory

[psoet's solution](#)

**488.**

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**489.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[psoet's solution](#)

**490.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[psoet's solution](#)

**491.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[psoet's solution](#)

**492.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[psoet's solution](#)

**493.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-05-23 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**494.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[psoet's solution](#)

**495.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[psoet's solution](#)

**496.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**497.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[psoet's solution](#)

**498.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[psoet's solution](#)

**499.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[psoet's solution](#)

**500.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[psoet's solution](#)

**501.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[psoet's solution](#)

**502.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[psoet's solution](#)

**503.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[psoet's solution](#)

**504.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[psoet's solution](#)

**505.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**506.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[psoet's solution](#)

**507.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[psoet's solution](#)

**508.**

1480D2

[Painting the Array II](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[psoet's solution](#)

**509.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[psoet's solution](#)

**510.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**511.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[psoet's solution](#)

**512.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[psoet's solution](#)

**513.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[psoet's solution](#)

**514.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: data structures, dp

[psoet's solution](#)

**515.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[psoet's solution](#)

**516.**

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[psoet's solution](#)

**517.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: data structures, strings

[psoet's solution](#)

**518.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[psoet's solution](#)

**519.**

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[psoet's solution](#)

**520.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[psoet's solution](#)

**521.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs

[psoet's solution](#)

**522.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[psoet's solution](#)

**523.**

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[psoet's solution](#)

**524.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[psoet's solution](#)

**525.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[psoet's solution](#)

**526.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[psoet's solution](#)

**527.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[psoet's solution](#)

**528.**

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[psoet's solution](#)

**529.**

1789D

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

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[psoet's solution](#)

**530.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[psoet's solution](#)

**531.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[psoet's solution](#)

**532.**

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[psoet's solution](#)

**533.**

1261D1

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

Rating: 2200 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[psoet's solution](#)

**534.**

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[psoet's solution](#)

**535.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[psoet's solution](#)

**536.**

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[psoet's solution](#)

**537.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2022-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[psoet's solution](#)

**538.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[psoet's solution](#)

**539.**

759C

[Nikita and stack](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[psoet's solution](#)

**540.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[psoet's solution](#)

**541.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[psoet's solution](#)

**542.**

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**543.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[psoet's solution](#)

**544.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[psoet's solution](#)

**545.**

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[psoet's solution](#)

**546.**

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[psoet's solution](#)

**547.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[psoet's solution](#)

**548.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[psoet's solution](#)

**549.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[psoet's solution](#)

**550.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[psoet's solution](#)

**551.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[psoet's solution](#)

**552.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[psoet's solution](#)

**553.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[psoet's solution](#)

**554.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[psoet's solution](#)

**555.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[psoet's solution](#)

**556.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: data structures

[psoet's solution](#)

**557.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[psoet's solution](#)

**558.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**559.**

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**560.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2020-06-30 · GNU C++11 (first AC) · Tags: graphs

[psoet's solution](#)

**561.**

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[psoet's solution](#)

**562.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[psoet's solution](#)

**563.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-06-10 · last AC: 2020-06-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[psoet's solution](#)

**564.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: data structures

[psoet's solution](#)

**565.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**566.**

1805E

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

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[psoet's solution](#)

**567.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-11-13 · last AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[psoet's solution](#)

**568.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[psoet's solution](#)

**569.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[psoet's solution](#)

**570.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[psoet's solution](#)

**571.**

1738E

[Balance Addicts](#) · [Tutorial](#)

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

[psoet's solution](#)

**572.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, probabilities

[psoet's solution](#)

**573.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[psoet's solution](#)

**574.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings

[psoet's solution](#)

**575.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[psoet's solution](#)

**576.**

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[psoet's solution](#)

**577.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[psoet's solution](#)

**578.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[psoet's solution](#)

**579.**

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[psoet's solution](#)

**580.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[psoet's solution](#)

**581.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[psoet's solution](#)

**582.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[psoet's solution](#)

**583.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[psoet's solution](#)

**584.**

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[psoet's solution](#)

**585.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[psoet's solution](#)

**586.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**587.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[psoet's solution](#)

**588.**

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**589.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[psoet's solution](#)

**590.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[psoet's solution](#)

**591.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[psoet's solution](#)

**592.**

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[psoet's solution](#)

**593.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[psoet's solution](#)

**594.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[psoet's solution](#)

**595.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[psoet's solution](#)

**596.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[psoet's solution](#)

**597.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[psoet's solution](#)

**598.**

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[psoet's solution](#)

**599.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[psoet's solution](#)

**600.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[psoet's solution](#)

**601.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[psoet's solution](#)

**602.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[psoet's solution](#)

**603.**

1261D2

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

Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[psoet's solution](#)

**604.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[psoet's solution](#)

**605.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[psoet's solution](#)

**606.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[psoet's solution](#)

**607.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[psoet's solution](#)

**608.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[psoet's solution](#)

**609.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math  
[psoet's solution](#)

**610.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[psoet's solution](#)

**611.**

1229C

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

Rating: 2400 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs  
[psoet's solution](#)

**612.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive  
[psoet's solution](#)

**613.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[psoet's solution](#)

**614.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[psoet's solution](#)

**615.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[psoet's solution](#)

**616.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory  
[psoet's solution](#)

**617.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings  
[psoet's solution](#)

**618.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[psoet's solution](#)

**619.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees  
[psoet's solution](#)

**620.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[psoet's solution](#)

**621.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[psoet's solution](#)

**622.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[psoet's solution](#)

**623.**

1591F

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

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[psoet's solution](#)

**624.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[psoet's solution](#)

**625.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[psoet's solution](#)

**626.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[psoet's solution](#)

**627.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[psoet's solution](#)

**628.**

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[psoet's solution](#)

**629.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[psoet's solution](#)

**630.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math  
[psoet's solution](#)

**631.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees  
[psoet's solution](#)

**632.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees  
[psoet's solution](#)

**633.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math  
[psoet's solution](#)

**634.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees  
[psoet's solution](#)

**635.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[psoet's solution](#)

**636.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[psoet's solution](#)

**637.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[psoet's solution](#)

**638.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[psoet's solution](#)

**639.**

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory  
[psoet's solution](#)

**640.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math  
[psoet's solution](#)

**641.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[psoet's solution](#)

**642.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs  
[psoet's solution](#)

**643.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees  
[psoet's solution](#)

**644.**

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[psoet's solution](#)

**645.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[psoet's solution](#)

**646.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees  
[psoet's solution](#)

**647.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[psoet's solution](#)

**648.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[psoet's solution](#)

**649.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[psoet's solution](#)

**650.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[psoet's solution](#)

**651.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees  
[psoet's solution](#)

**652.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy  
[psoet's solution](#)

**653.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs  
[psoet's solution](#)

**654.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[psoet's solution](#)

**655.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive  
[psoet's solution](#)

**656.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees  
[psoet's solution](#)

**657.**

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees  
[psoet's solution](#)

**658.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees  
[psoet's solution](#)

**659.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[psoet's solution](#)

**660.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[psoet's solution](#)

**661.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[psoet's solution](#)

**662.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[psoet's solution](#)

**663.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[psoet's solution](#)

**664.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[psoet's solution](#)

**665.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[psoet's solution](#)

**666.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[psoet's solution](#)

**667.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[psoet's solution](#)

**668.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[psoet's solution](#)

**669.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[psoet's solution](#)

**670.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft  
[psoet's solution](#)

**671.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[psoet's solution](#)

**672.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures  
[psoet's solution](#)

**673.**

501E

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

Quality: 951 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation  
[psoet's solution](#)

**674.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[psoet's solution](#)

**675.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers  
[psoet's solution](#)

**676.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[psoet's solution](#)

**677.**

437E

[The Child and Polygon](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[psoet's solution](#)

**678.**

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[psoet's solution](#)

**679.**

433E

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[psoet's solution](#)

**680.**

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[psoet's solution](#)

**681.**

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities  
[psoet's solution](#)

**682.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[psoet's solution](#)

**683.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[psoet's solution](#)

**684.**

401E

[Olympic Games](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: \*broken, math

[psoet's solution](#)

**685.**

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, two pointers

[psoet's solution](#)

**686.**

380D

[Sereja and Cinema](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[psoet's solution](#)

**687.**

379E

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

Quality: 379 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, schedules, sortings

[psoet's solution](#)

**688.**

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[psoet's solution](#)

**689.**

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[psoet's solution](#)

**690.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[psoet's solution](#)

**691.**

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[psoet's solution](#)

**692.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[psoet's solution](#)

**693.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[psoet's solution](#)

**694.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[psoet's solution](#)

**695.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[psoet's solution](#)

**696.**

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[psoet's solution](#)

**697.**

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[psoet's solution](#)

**698.**

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[psoet's solution](#)

**699.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[psoet's solution](#)

**700.**

301C

[Yaroslav and Algorithm](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[psoet's solution](#)

**701.**

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[psoet's solution](#)

**702.**

295E

[Yaroslav and Points](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[psoet's solution](#)

**703.**

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[psoet's solution](#)

**704.**

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[psoet's solution](#)

**705.**

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[psoet's solution](#)

**706.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[psoet's solution](#)

**707.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[psoet's solution](#)

**708.**

290E

[HQ](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms

[psoet's solution](#)

**709.**

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[psoet's solution](#)

**710.**

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu

[psoet's solution](#)

**711.**

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[psoet's solution](#)

**712.**

176D

[Hyper String](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp

[psoet's solution](#)

**713.**

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[psoet's solution](#)

**714.**

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[psoet's solution](#)

**715.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[psoet's solution](#)

**716.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[psoet's solution](#)

**717.**

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[psoet's solution](#)

**718.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, matrices

[psoet's solution](#)

**719.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[psoet's solution](#)

**720.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[psoet's solution](#)

**721.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[psoet's solution](#)

**722.**

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[psoet's solution](#)

**723.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[psoet's solution](#)

**724.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math  
[psoet's solution](#)

**725.**

105E

[Lift and Throw](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 2500 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[psoet's solution](#)

**726.**

101E

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

Quality: 604 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[psoet's solution](#)

**727.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[psoet's solution](#)

**728.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[psoet's solution](#)

**729.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[psoet's solution](#)

**730.**

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dp, string suffix structures, trees  
[psoet's solution](#)

**731.**

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: brute force, dsu, math  
[psoet's solution](#)

**732.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities  
[psoet's solution](#)

**733.**

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: geometry, two pointers

[psoet's solution](#)

**734.**

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: greedy

[psoet's solution](#)

**735.**

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp, math

[psoet's solution](#)

**736.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[psoet's solution](#)

**737.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: dp, number theory

[psoet's solution](#)

**738.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp

[psoet's solution](#)

**739.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[psoet's solution](#)

**740.**

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**741.**

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[psoet's solution](#)

**742.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: combinatorics

[psoet's solution](#)

**743.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[psoet's solution](#)

**744.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp

[psoet's solution](#)

**745.**

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[psoet's solution](#)

**746.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[psoet's solution](#)

**747.**

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[psoet's solution](#)

**748.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[psoet's solution](#)

**749.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[psoet's solution](#)

**750.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, probabilities

[psoet's solution](#)

**751.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[psoet's solution](#)

**752.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[psoet's solution](#)

**753.**

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[psoet's solution](#)

**754.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[psoet's solution](#)

**755.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[psoet's solution](#)

**756.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, number theory

[psoet's solution](#)

**757.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[psoet's solution](#)

**758.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[psoet's solution](#)

**759.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[psoet's solution](#)

**760.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[psoet's solution](#)

**761.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[psoet's solution](#)

**762.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[psoet's solution](#)

**763.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[psoet's solution](#)

**764.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[psoet's solution](#)

**765.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[psoet's solution](#)

**766.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[psoet's solution](#)

**767.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[psoet's solution](#)

**768.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[psoet's solution](#)

**769.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[psoet's solution](#)

**770.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[psoet's solution](#)

**771.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[psoet's solution](#)

**772.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[psoet's solution](#)

**773.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[psoet's solution](#)

**774.**

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[psoet's solution](#)

**775.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[psoet's solution](#)

**776.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[psoet's solution](#)

**777.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[psoet's solution](#)

**778.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[psoet's solution](#)

**779.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[psoet's solution](#)

**780.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[psoet's solution](#)

**781.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[psoet's solution](#)

**782.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[psoet's solution](#)

**783.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[psoet's solution](#)

**784.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[psoet's solution](#)

**785.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities  
[psoet's solution](#)

**786.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...  
[psoet's solution](#)

**787.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[psoet's solution](#)

**788.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-01-04 · last AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[psoet's solution](#)

**789.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings  
[psoet's solution](#)

**790.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths  
[psoet's solution](#)

**791.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[psoet's solution](#)

**792.**

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees  
[psoet's solution](#)

**793.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
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**794.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

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**795.**

472F

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Quality: 301 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, matrices

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**796.**

1025E

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Quality: 620 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, matrices

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**797.**

1358F

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Quality: 502 global accepts · Rating: 2700 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

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**798.**

1450E

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Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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**799.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[psoet's solution](#)

**800.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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**801.**

1658F

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Quality: 924 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**802.**

1720E

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Quality: 951 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

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**803.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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**804.**

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities, trees

[psoet's solution](#)

**805.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[psoet's solution](#)

**806.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[psoet's solution](#)

**807.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[psoet's solution](#)

**808.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[psoet's solution](#)

**809.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

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**810.**

1411G

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Quality: 890 global accepts · Rating: 2700 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices

[psoet's solution](#)

**811.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[psoet's solution](#)

**812.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[psoet's solution](#)

**813.**

778D

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Quality: 589 global accepts · Rating: 2700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**814.**

838D

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**815.**

1205D

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Quality: 764 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[psoet's solution](#)

**816.**

933C

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Quality: 649 global accepts · Rating: 2700 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[psoet's solution](#)

**817.**

1264E

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Quality: 928 global accepts · Rating: 2700 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

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**818.**

1672H

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**819.**

576D

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Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[psoet's solution](#)

**820.**

605E

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[psoet's solution](#)

**821.**

578E

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Quality: 674 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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**822.**

1572C

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**823.**

575A

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[psoet's solution](#)

**824.**

235C

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Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

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**825.**

932F

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Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

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**826.**

961G

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Quality: 1,611 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
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**827.**

578D

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Quality: 961 global accepts · Rating: 2700 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
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**828.**

1574F

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**829.**

1514E

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**830.**

1515G

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**831.**

1519E

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Quality: 895 global accepts · Rating: 2700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees  
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**832.**

1543E

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**833.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math  
[psoet's solution](#)

**834.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: dp, math  
[psoet's solution](#)

**835.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy  
[psoet's solution](#)

**836.**

1012D

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Quality: 426 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
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**837.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings  
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**838.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
[psoet's solution](#)

**839.**

1827D

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Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[psoet's solution](#)

**840.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers  
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**841.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-13 · last AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees  
[psoet's solution](#)

**842.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive  
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**843.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math  
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**844.**

1783G

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Quality: 589 global accepts · Rating: 2800 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees  
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**845.**

1365G

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Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
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**846.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[psoet's solution](#)

**847.**

446D

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Quality: 466 global accepts · Rating: 2800 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[psoet's solution](#)

**848.**

1721F

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Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[psoet's solution](#)

**849.**

1455F

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

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**850.**

1592F2

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**851.**

850F

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**852.**

1310C

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**853.**

1098D

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**854.**

671C

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**855.**

1322D

[Reality Show](#) · [Tutorial](#)

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**856.**

1394D

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Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees  
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**857.**

833D

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Quality: 486 global accepts · Rating: 2800 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees  
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**858.**

1545C

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**859.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
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**860.**

1693D

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Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy  
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**861.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math  
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**862.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
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**863.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
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**864.**

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
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**865.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees  
[psoet's solution](#)

**866.**

1039D

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Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
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**867.**

204E

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Quality: 1,434 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers  
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**868.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[psoet's solution](#)

**869.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings  
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**870.**

1672F2

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Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-29 · last AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
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**871.**

555E

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1648D

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Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths  
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**873.**

521D

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**874.**

516D

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Quality: 1,528 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
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**875.**

1615F

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Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
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**876.**

1404E

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**877.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
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**878.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
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**879.**

1609F

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**880.**

1735F

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**881.**

1764G1

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Quality: 699 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
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1806F2

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Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
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**883.**

1605F

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Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
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**884.**

1172D

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**885.**

1083C

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**886.**

736E

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math

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1677E

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Quality: 660 global accepts · Rating: 2900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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**888.**

1060F

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Quality: 787 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[psoet's solution](#)

**889.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[psoet's solution](#)

**890.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[psoet's solution](#)

**891.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, shortest paths

[psoet's solution](#)

**892.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[psoet's solution](#)

**893.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-03-18 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[psoet's solution](#)

**894.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[psoet's solution](#)

**895.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-06-22 · last AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math

[psoet's solution](#)

**896.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[psoet's solution](#)

**897.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees  
[psoet's solution](#)

**898.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[psoet's solution](#)

**899.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[psoet's solution](#)

**900.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**901.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[psoet's solution](#)

**902.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[psoet's solution](#)

**903.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[psoet's solution](#)

**904.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows

[psoet's solution](#)

**905.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[psoet's solution](#)

**906.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[psoet's solution](#)

**907.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[psoet's solution](#)

**908.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, math

[psoet's solution](#)

**909.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[psoet's solution](#)

**910.**

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[psoet's solution](#)

**911.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[psoet's solution](#)

**912.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[psoet's solution](#)

**913.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[psoet's solution](#)

**914.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[psoet's solution](#)

**915.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2023-02-14 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[psoet's solution](#)

**916.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[psoet's solution](#)

**917.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[psoet's solution](#)

**918.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory  
[psoet's solution](#)

**919.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees  
[psoet's solution](#)

**920.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[psoet's solution](#)

**921.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp  
[psoet's solution](#)

**922.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees  
[psoet's solution](#)

**923.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[psoet's solution](#)

**924.**

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[psoet's solution](#)

**925.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2022-01-16 · last AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[psoet's solution](#)

**926.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive  
[psoet's solution](#)

**927.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[psoet's solution](#)

**928.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, dp

[psoet's solution](#)

**929.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[psoet's solution](#)

**930.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2022-06-24 · last AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[psoet's solution](#)

**931.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[psoet's solution](#)

**932.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[psoet's solution](#)

**933.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[psoet's solution](#)

**934.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[psoet's solution](#)

**935.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, expression parsing

[psoet's solution](#)

**936.**

568E

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

Quality: 632 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**937.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[psoet's solution](#)

**938.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[psoet's solution](#)

**939.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[psoet's solution](#)

**940.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings  
[psoet's solution](#)

**941.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[psoet's solution](#)

**942.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees  
[psoet's solution](#)

**943.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[psoet's solution](#)

**944.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[psoet's solution](#)

**945.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[psoet's solution](#)

**946.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[psoet's solution](#)

**947.**

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[psoet's solution](#)

**948.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees  
[psoet's solution](#)

**949.**

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[psoet's solution](#)

**950.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-13 · last AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings  
[psoet's solution](#)

**951.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[psoet's solution](#)

**952.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[psoet's solution](#)

**953.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[psoet's solution](#)

**954.**

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: games, trees  
[psoet's solution](#)

**955.**

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[psoet's solution](#)

**956.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[psoet's solution](#)

**957.**

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings  
[psoet's solution](#)

**958.**

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, math  
[psoet's solution](#)

**959.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy  
[psoet's solution](#)

**960.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[psoet's solution](#)

**961.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy  
[psoet's solution](#)

**962.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-25 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees  
[psoet's solution](#)

**963.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[psoet's solution](#)

**964.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings  
[psoet's solution](#)

**965.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[psoet's solution](#)

**966.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures  
[psoet's solution](#)

**967.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[psoet's solution](#)

**968.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[psoet's solution](#)

**969.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[psoet's solution](#)

**970.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[psoet's solution](#)

**971.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[psoet's solution](#)

**972.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[psoet's solution](#)

**973.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[psoet's solution](#)

**974.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[psoet's solution](#)

**975.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-08-11 · last AC: 2022-01-05 · GNU C++11 (first AC) · Tags: data structures

[psoet's solution](#)

**976.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[psoet's solution](#)

**977.**

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[psoet's solution](#)

**978.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[psoet's solution](#)

**979.**

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2023-03-20 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[psoet's solution](#)

**980.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[psoet's solution](#)

**981.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[psoet's solution](#)

**982.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[psoet's solution](#)

**983.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[psoet's solution](#)

**984.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[psoet's solution](#)

**985.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[psoet's solution](#)

**986.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[psoet's solution](#)

**987.**

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[psoet's solution](#)

**988.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[psoet's solution](#)

**989.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[psoet's solution](#)

**990.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[psoet's solution](#)

**991.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[psoet's solution](#)

**992.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[psoet's solution](#)

**993.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[psoet's solution](#)

**994.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings

[psoet's solution](#)

**995.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[psoet's solution](#)

**996.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: matrices, trees

[psoet's solution](#)

**997.**

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[psoet's solution](#)

**998.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[psoet's solution](#)

**999.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[psoet's solution](#)

**1000.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[psoet's solution](#)

**1001.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[psoet's solution](#)

**1002.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[psoet's solution](#)**1003.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[psoet's solution](#)**1004.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[psoet's solution](#)**1005.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[psoet's solution](#)**1006.**

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[psoet's solution](#)**1007.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[psoet's solution](#)**1008.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[psoet's solution](#)**1009.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[psoet's solution](#)**1010.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[psoet's solution](#)**1011.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[psoet's solution](#)**1012.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[psoet's solution](#)

### 1013.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[psoet's solution](#)

### 1014.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer  
[psoet's solution](#)

### 1015.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math  
[psoet's solution](#)

### 1016.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory  
[psoet's solution](#)

### 1017.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[psoet's solution](#)

### 1018.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings  
[psoet's solution](#)

### 1019.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings  
[psoet's solution](#)

### 1020.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures  
[psoet's solution](#)

### 1021.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math  
[psoet's solution](#)

### 1022.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees  
[psoet's solution](#)

**1023.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[psoet's solution](#)

**1024.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[psoet's solution](#)

**1025.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[psoet's solution](#)

**1026.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings  
[psoet's solution](#)

**1027.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[psoet's solution](#)

**1028.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[psoet's solution](#)

**1029.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[psoet's solution](#)

**1030.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings  
[psoet's solution](#)

**1031.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees  
[psoet's solution](#)

**1032.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[psoet's solution](#)

**1033.**

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[psoet's solution](#)

**1034.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[psoet's solution](#)

**1035.**

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math  
[psoet's solution](#)

**1036.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[psoet's solution](#)

**1037.**

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings  
[psoet's solution](#)

**1038.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees  
[psoet's solution](#)

**1039.**

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[psoet's solution](#)

**1040.**

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer  
[psoet's solution](#)

**1041.**

1545F

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

Quality: 130 global accepts · Rating: 3500 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[psoet's solution](#)

**1042.**

1098F

[AbÖgVæ7F](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings  
[psoet's solution](#)

**1043.**

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers  
[psoet's solution](#)

**1044.**

1740I

[Arranging Crystal Balls](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, number theory

[psoet's solution](#)

**1045.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-01-11 · last AC: 2023-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[psoet's solution](#)

**1046.**

1830E

[Bully Sort](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[psoet's solution](#)

**1047.**

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[psoet's solution](#)

**1048.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[psoet's solution](#)

**1049.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[psoet's solution](#)

**1050.**

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-12-07 · last AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[psoet's solution](#)

**1051.**

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, shortest paths

[psoet's solution](#)

**1052.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3 (first AC) · Tags: \*special, strings

[psoet's solution](#)

**1053.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graph matchings, implementation

[psoet's solution](#)

**1054.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive

[psoet's solution](#)

### 1055.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures

[psoet's solution](#)

### 1056.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1057.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1058.

102586A

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1059.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1060.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1061.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1062.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1063.

102059C

[Dstorv](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1064.

102059B

[Dev, Please Add This!](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

### 1065.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1066.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1067.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1068.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1069.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1070.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1071.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1072.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1073.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1074.**

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1075.**

102978F

[Find the LCA](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[psoet's solution](#)

**1076.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1077.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1078.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[psoet's solution](#)

### 1079.

102354B

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

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[psoet's solution](#)

### 1080.

103470K

[Ancient Magic Circle in Teyvat](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[psoet's solution](#)

### 1081.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: \*special, implementation

[psoet's solution](#)