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Unique solved — qingczha

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1.

2153A

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2.

2153B

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3.

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6.

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7.

1799A

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8.

1795A

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9.

1742B

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11.

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12.

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1730A

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1598A

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1594A

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18.

1178A

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1194A

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22.

1108A

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23.

1096A

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24.

1102A

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25.

1099A

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1087A

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28.

1088A

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29.

1080A

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30.

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31.

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1038A

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34.

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35.

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36.

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939A

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38.

919A

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39.

918A

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755A

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41.

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780A

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43.

894A

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796A

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45.

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46.

831B

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47.

791A

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48.

758A

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49.

785A

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50.

822A

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51.

764A

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52.

835A

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53.

854A

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54.

900A

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55.

898A

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56.

899A

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57.

832A

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58.

912A

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59.

908A

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60.

910A

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61.

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62.

750A

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63.

752A

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64.

749A

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65.

747A

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67.

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68.

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69.

734B

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70.

734A

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71.

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72.

306A

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73.

732A

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74.

731A

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75.

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76.

723A

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78.

716A

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80.

711A

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81.

361A

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82.

710A

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83.

707A

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84.

157A

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85.

302A

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86.

595A

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87.

99A

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88.

705A

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89.

703A

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90.

702A

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91.

701A

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92.

172A

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93.

411A

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94.

291A

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95.

688A

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96.

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97.

681A

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98.

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680A

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100.

677A

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101.

46A

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102.

676A

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103.

151A

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104.

278A

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105.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,162 global accepts · Rating: 800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

106.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,758 global accepts · Rating: 800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: expression parsing, implementation
[qingczha's solution](#)

107.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

108.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

109.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

110.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

111.

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

112.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: math, number theory
[qingczha's solution](#)

113.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

114.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

115.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[qingczha's solution](#)

116.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,525 global accepts · Rating: 800 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: number theory
[qingczha's solution](#)

117.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-02-12 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

118.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

119.

233A

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

Quality: 49,152 global accepts · Rating: 800 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

120.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,169 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

121.

620A

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

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

122.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,427 global accepts · Rating: 800 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[qingczha's solution](#)

123.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,952 global accepts · Rating: 800 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

124.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

125.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

126.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

127.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,024 global accepts · Rating: 800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[qingczha's solution](#)

128.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

129.

268A

[Games](#) · [Tutorial](#)

Quality: 104,221 global accepts · Rating: 800 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

130.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

131.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

132.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,453 global accepts · Rating: 800 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

133.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

134.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

135.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[qingczha's solution](#)

136.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: brute force

[qingczha's solution](#)

137.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,829 global accepts · Rating: 800 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[qingczha's solution](#)

138.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

139.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

140.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,961 global accepts · Rating: 800 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

141.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

142.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

143.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

144.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,681 global accepts · Rating: 800 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: math, probabilities
[qingczha's solution](#)

145.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,172 global accepts · Rating: 800 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: brute force, math
[qingczha's solution](#)

146.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

147.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,924 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

148.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

149.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,427 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

150.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,546 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

151.

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,672 global accepts · Rating: 800 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

152.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[qingczha's solution](#)

153.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

154.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

155.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,254 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

156.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,086 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

157.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,549 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

158.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,207 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

159.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,068 global accepts · Rating: 800 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qingczha's solution](#)

160.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,347 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

161.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[qingczha's solution](#)

162.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,567 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

163.

59A

[Word](#) · [Tutorial](#)

Quality: 227,964 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

164.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,934 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

165.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,411 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[qingczha's solution](#)

166.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,129 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

167.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,218 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

168.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,823 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

169.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,046 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

170.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,100 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[qingczha's solution](#)

171.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,474 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

172.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,961 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

173.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

174.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,567 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

175.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,759 global accepts · Rating: 800 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

176.

231A

[Team](#) · [Tutorial](#)

Quality: 430,320 global accepts · Rating: 800 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: brute force, greedy
[qingczha's solution](#)

177.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,160 global accepts · Rating: 800 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

178.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,434 global accepts · Rating: 800 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

179.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,240 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[qingczha's solution](#)

180.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,777 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math, number theory
[qingczha's solution](#)

181.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,523 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

182.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,408 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[qingczha's solution](#)

183.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,071 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

184.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,399 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[qingczha's solution](#)

185.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,023 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

186.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,602 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

187.

112A

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

Quality: 287,289 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

188.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,337 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

189.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,758 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: greedy, math
[qingczha's solution](#)

190.

71A

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

Quality: 503,322 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: strings
[qingczha's solution](#)

191.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,513 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: *special, implementation
[qingczha's solution](#)

192.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,958 global accepts · Rating: 800 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, math
[qingczha's solution](#)

193.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,250 global accepts · Rating: 900 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[qingczha's solution](#)

194.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[qingczha's solution](#)

195.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[qingczha's solution](#)

196.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,090 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

197.

1238A

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

Quality: 28,064 global accepts · Rating: 900 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

198.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[qingczha's solution](#)

199.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

200.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[qingczha's solution](#)

201.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qingczha's solution](#)

202.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qingczha's solution](#)

203.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[qingczha's solution](#)

204.

1080B

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

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[qingczha's solution](#)

205.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[qingczha's solution](#)

206.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

207.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

208.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

209.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[qingczha's solution](#)

210.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

211.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

212.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

213.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

214.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

215.

903A

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

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

216.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

217.

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

218.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

219.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

220.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

221.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

222.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

223.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

224.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,844 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[qingczha's solution](#)

225.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

226.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[qingczha's solution](#)

227.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[qingczha's solution](#)

228.

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

229.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

230.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,967 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

231.

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

232.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,187 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

233.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

234.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

235.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[qingczha's solution](#)

236.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

237.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[qingczha's solution](#)

238.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

239.

415A

[Mashmikh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

240.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

241.

115A

[Party](#) · [Tutorial](#)

Quality: 43,358 global accepts · Rating: 900 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[qingczha's solution](#)

242.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,342 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[qingczha's solution](#)

243.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,750 global accepts · Rating: 900 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

244.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

245.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

246.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,029 global accepts · Rating: 900 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

247.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

248.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[qingczha's solution](#)

249.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

250.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[qingczha's solution](#)

251.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 900 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

252.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

253.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,678 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

254.

616A

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

Quality: 10,832 global accepts · Rating: 900 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

255.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

256.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2015-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

257.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,220 global accepts · Rating: 900 · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

258.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

259.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

260.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

261.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: brute force, greedy

[qingczha's solution](#)

262.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

263.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

264.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

265.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,066 global accepts · Rating: 900 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

266.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

267.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,976 global accepts · Rating: 900 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

268.

554A

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

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: brute force, math, strings

[qingczha's solution](#)

269.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

270.

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

271.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,701 global accepts · Rating: 900 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[qingczha's solution](#)

272.

205A

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

Quality: 25,229 global accepts · Rating: 900 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

273.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: brute force, geometry

[qingczha's solution](#)

274.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

275.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,494 global accepts · Rating: 900 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

276.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: sortings

[qingczha's solution](#)

277.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,699 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

278.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

279.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,772 global accepts · Rating: 900 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: number theory

[qingczha's solution](#)

280.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,292 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[qingczha's solution](#)

281.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,047 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, number theory

[qingczha's solution](#)

282.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,696 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

283.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,914 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

284.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,075 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: strings

[qingczha's solution](#)

285.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,026 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

286.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,744 global accepts · Rating: 900 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

287.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,123 global accepts · Rating: 900 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

288.

96A

[Football](#) · [Tutorial](#)

Quality: 193,665 global accepts · Rating: 900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

289.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,017 global accepts · Rating: 900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

290.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,393 global accepts · Rating: 900 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

291.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[qingczha's solution](#)

292.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

293.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[qingczha's solution](#)

294.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[qingczha's solution](#)

295.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qingczha's solution](#)

296.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

297.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

298.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[qingczha's solution](#)

299.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

300.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qingczha's solution](#)

301.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

302.

979A

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

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[qingczha's solution](#)

303.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[qingczha's solution](#)

304.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

305.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

306.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[qingczha's solution](#)

307.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[qingczha's solution](#)

308.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

309.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[qingczha's solution](#)

310.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[qingczha's solution](#)

311.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

312.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

313.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

314.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[qingczha's solution](#)

315.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[qingczha's solution](#)

316.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[qingczha's solution](#)

317.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings
[qingczha's solution](#)

318.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[qingczha's solution](#)

319.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

320.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[qingczha's solution](#)

321.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,988 global accepts · Rating: 1000 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[qingczha's solution](#)

322.

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

323.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

324.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,851 global accepts · Rating: 1000 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

325.

221A

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

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

326.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

327.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[qingczha's solution](#)

328.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math
[qingczha's solution](#)

329.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

330.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

331.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

332.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings
[qingczha's solution](#)

333.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

334.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,276 global accepts · Rating: 1000 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

335.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[qingczha's solution](#)

336.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

337.

259A

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

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: brute force, strings
[qingczha's solution](#)

338.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

339.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

340.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

341.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,725 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

342.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

343.

691A

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

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

344.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

345.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[qingczha's solution](#)

346.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,320 global accepts · Rating: 1000 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

347.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: greedy
[qingczha's solution](#)

348.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qingczha's solution](#)

349.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[qingczha's solution](#)

350.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

351.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[qingczha's solution](#)

352.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,532 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[qingczha's solution](#)

353.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,508 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

354.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

355.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

356.

669B

[Little Artem and Grasshopper](#) · [Tutorial](#)

Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[qingczha's solution](#)

357.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

358.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

359.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: *special, constructive algorithms
[qingczha's solution](#)

360.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

361.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: games, greedy
[qingczha's solution](#)

362.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[qingczha's solution](#)

363.

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

364.

620B

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

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

365.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[qingczha's solution](#)

366.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,917 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

367.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

368.

450A

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

Quality: 44,419 global accepts · Rating: 1000 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

369.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

370.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2015-12-01 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

371.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: brute force, number theory, sortings
[qingczha's solution](#)

372.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

373.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 1000 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

374.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

375.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

376.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,380 global accepts · Rating: 1000 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

377.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,789 global accepts · Rating: 1000 · first AC: 2015-10-13 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

378.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,703 global accepts · Rating: 1000 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation
[qingczha's solution](#)

379.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

380.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qingczha's solution](#)

381.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: greedy, shortest paths
[qingczha's solution](#)

382.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

383.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,640 global accepts · Rating: 1000 · first AC: 2015-10-07 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

384.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,613 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

385.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

386.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

387.

43A

[Football](#) · [Tutorial](#)

Quality: 69,173 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: strings
[qingczha's solution](#)

388.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,834 global accepts · Rating: 1000 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

389.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[qingczha's solution](#)

390.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

391.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[qingczha's solution](#)

392.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

393.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

394.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: greedy
[qingczha's solution](#)

395.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

396.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: greedy, math
[qingczha's solution](#)

397.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: implementation, sortings
[qingczha's solution](#)

398.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,502 global accepts · Rating: 1000 · first AC: 2015-09-17 · GNU C++11 (first AC) · Tags: greedy, sortings
[qingczha's solution](#)

399.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force
[qingczha's solution](#)

400.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,940 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: bitmasks
[qingczha's solution](#)

401.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,404 global accepts · Rating: 1000 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[qingczha's solution](#)

402.

476A

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

Quality: 51,618 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

403.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

404.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,288 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: brute force, math
[qingczha's solution](#)

405.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,392 global accepts · Rating: 1000 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

406.

577A

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

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, number theory
[qingczha's solution](#)

407.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,272 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

408.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: sortings
[qingczha's solution](#)

409.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,003 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: greedy, strings
[qingczha's solution](#)

410.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,811 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: brute force, number theory
[qingczha's solution](#)

411.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,980 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

412.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,454 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: implementation, strings
[qingczha's solution](#)

413.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,265 global accepts · Rating: 1000 · first AC: 2015-09-10 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

414.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[qingczha's solution](#)

415.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qingczha's solution](#)

416.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[qingczha's solution](#)

417.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[qingczha's solution](#)

418.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[qingczha's solution](#)

419.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qingczha's solution](#)

420.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qingczha's solution](#)

421.

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[qingczha's solution](#)

422.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[qingczha's solution](#)

423.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[qingczha's solution](#)

424.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[qingczha's solution](#)

425.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[qingczha's solution](#)

426.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qingczha's solution](#)

427.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qingczha's solution](#)

428.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

429.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,609 global accepts · Rating: 1100 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[qingczha's solution](#)

430.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2018-01-26 · Python 3 (first AC) · Tags: math

[qingczha's solution](#)

431.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,634 global accepts · Rating: 1100 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

432.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

433.

877A

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

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

434.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[qingczha's solution](#)

435.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

436.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

437.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

438.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,188 global accepts · Rating: 1100 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[qingczha's solution](#)

439.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[qingczha's solution](#)

440.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[qingczha's solution](#)

441.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

442.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings
[qingczha's solution](#)

443.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

444.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1100 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings
[qingczha's solution](#)

445.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[qingczha's solution](#)

446.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

447.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[qingczha's solution](#)

448.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,493 global accepts · Rating: 1100 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[qingczha's solution](#)

449.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 1100 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[qingczha's solution](#)

450.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math
[qingczha's solution](#)

451.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[qingczha's solution](#)

452.

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[qingczha's solution](#)

453.

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[qingczha's solution](#)

454.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

455.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings
[qingczha's solution](#)

456.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings
[qingczha's solution](#)

457.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[qingczha's solution](#)

458.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

459.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

460.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

461.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

462.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2016-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

463.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

464.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

465.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

466.

618B

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

Quality: 8,325 global accepts · Rating: 1100 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

467.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,424 global accepts · Rating: 1100 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[qingczha's solution](#)

468.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: *special, data structures, dp, implementation

[qingczha's solution](#)

469.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: greedy, math

[qingczha's solution](#)

470.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,615 global accepts · Rating: 1100 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

471.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

472.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

473.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

474.

706B

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

Quality: 84,475 global accepts · Rating: 1100 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[qingczha's solution](#)

475.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: games, math

[qingczha's solution](#)

476.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

477.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

478.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[qingczha's solution](#)

479.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[qingczha's solution](#)

480.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

481.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

482.

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[qingczha's solution](#)

483.

463B

[Caixa and Pylons](#) · [Tutorial](#)

Quality: 29,967 global accepts · Rating: 1100 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

484.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: brute force

[qingczha's solution](#)

485.

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

486.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,087 global accepts · Rating: 1100 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: brute force, dp

[qingczha's solution](#)

487.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

488.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: brute force, math

[qingczha's solution](#)

489.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

490.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: greedy, strings

[qingczha's solution](#)

491.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

492.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[qingczha's solution](#)

493.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

494.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[qingczha's solution](#)

495.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++11 (first AC) · Tags: brute force

[qingczha's solution](#)

496.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,716 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

497.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

498.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[qingczha's solution](#)

499.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[qingczha's solution](#)

500.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

501.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

502.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

503.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,533 global accepts · Rating: 1100 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[qingczha's solution](#)

504.

368B

[Sereja and Suffixes](#) · [Tutorial](#)

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: data structures, dp

[qingczha's solution](#)

505.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,508 global accepts · Rating: 1100 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: dp, implementation

[qingczha's solution](#)

506.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[qingczha's solution](#)

507.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

508.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

509.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

510.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[qingczha's solution](#)

511.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

512.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: implementation, number theory

[qingczha's solution](#)

513.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,977 global accepts · Rating: 1100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

514.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: greedy, math

[qingczha's solution](#)

515.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,887 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[qingczha's solution](#)

516.

258A

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

Quality: 26,507 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: greedy, math

[qingczha's solution](#)

517.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

518.

527A

[Playing with Paper](#) · [Tutorial](#)

Quality: 15,553 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

519.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,856 global accepts · Rating: 1100 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[qingczha's solution](#)

520.

519B

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

Quality: 43,712 global accepts · Rating: 1100 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[qingczha's solution](#)

521.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,964 global accepts · Rating: 1100 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

522.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-10-08 · GNU C++11 (first AC) · Tags: brute force

[qingczha's solution](#)

523.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[qingczha's solution](#)

524.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

525.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

526.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[qingczha's solution](#)

527.

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: greedy, hashing, strings
[qingczha's solution](#)

528.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

529.

505A

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

530.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-09-29 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[qingczha's solution](#)

531.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

532.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,798 global accepts · Rating: 1100 · first AC: 2015-09-25 · GNU C++11 (first AC) · Tags: sortings
[qingczha's solution](#)

533.

300A

[Array](#) · [Tutorial](#)

Quality: 27,224 global accepts · Rating: 1100 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[qingczha's solution](#)

534.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1100 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

535.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

536.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation, sortings
[qingczha's solution](#)

537.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

538.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,828 global accepts · Rating: 1100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: geometry, implementation, math
[qingczha's solution](#)

539.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,841 global accepts · Rating: 1100 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: *special, greedy, implementation
[qingczha's solution](#)

540.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

541.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,729 global accepts · Rating: 1100 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation
[qingczha's solution](#)

542.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[qingczha's solution](#)

543.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-10-08 · PyPy 3-64 (first AC) · Tags: binary search, math
[qingczha's solution](#)

544.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[qingczha's solution](#)

545.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[qingczha's solution](#)

546.

1799B

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

Quality: 12,741 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[qingczha's solution](#)

547.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,630 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[qingczha's solution](#)

548.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[qingczha's solution](#)

549.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[qingczha's solution](#)

550.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,348 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[qingczha's solution](#)

551.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

552.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

553.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[qingczha's solution](#)

554.

1149A

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

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

[qingczha's solution](#)

555.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[qingczha's solution](#)

556.

1100C

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

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[qingczha's solution](#)

557.

1102C

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

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: games
[qingczha's solution](#)

558.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

559.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation
[qingczha's solution](#)

560.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

561.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qingczha's solution](#)

562.

1076B

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

Quality: 14,590 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[qingczha's solution](#)

563.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[qingczha's solution](#)

564.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[qingczha's solution](#)

565.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,116 global accepts · Rating: 1200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

566.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[qingczha's solution](#)

567.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[qingczha's solution](#)

568.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[qingczha's solution](#)

569.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[qingczha's solution](#)

570.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[qingczha's solution](#)

571.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

572.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

573.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

574.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

575.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[qingczha's solution](#)

576.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

577.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[qingczha's solution](#)

578.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[qingczha's solution](#)

579.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[qingczha's solution](#)

580.

776B

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

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[qingczha's solution](#)

581.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[qingczha's solution](#)

582.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[qingczha's solution](#)

583.

749B

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

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[qingczha's solution](#)

584.

743B

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

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[qingczha's solution](#)

585.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[qingczha's solution](#)

586.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2016-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[qingczha's solution](#)

587.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

588.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

589.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[qingczha's solution](#)

590.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[qingczha's solution](#)

591.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[qingczha's solution](#)

592.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

593.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

594.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[qingczha's solution](#)

595.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[qingczha's solution](#)

596.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[qingczha's solution](#)

597.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

598.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[qingczha's solution](#)

599.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,292 global accepts · Rating: 1200 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

600.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

601.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, schedules

[qingczha's solution](#)

602.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

603.

639A

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

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

604.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

605.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

606.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

607.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,477 global accepts · Rating: 1200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

608.

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation, strings

[qingczha's solution](#)

609.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation, number theory

[qingczha's solution](#)

610.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[qingczha's solution](#)

611.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[qingczha's solution](#)

612.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[qingczha's solution](#)

613.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

614.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

615.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[qingczha's solution](#)

616.

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[qingczha's solution](#)

617.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

618.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

619.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[qingczha's solution](#)

620.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

621.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: data structures, math
[qingczha's solution](#)

622.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

623.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,878 global accepts · Rating: 1200 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: dp, implementation, sortings
[qingczha's solution](#)

624.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: sortings
[qingczha's solution](#)

625.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

626.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

627.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,746 global accepts · Rating: 1200 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[qingczha's solution](#)

628.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[qingczha's solution](#)

629.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[qingczha's solution](#)

630.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2016-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[qingczha's solution](#)

631.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,558 global accepts · Rating: 1200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, implementation

[qingczha's solution](#)

632.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

633.

6C

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

Quality: 17,486 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: greedy, two pointers

[qingczha's solution](#)

634.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

635.

632A

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

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

636.

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: games, math

[qingczha's solution](#)

637.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

638.

171A

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

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2016-02-11 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[qingczha's solution](#)

639.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,452 global accepts · Rating: 1200 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[qingczha's solution](#)

640.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

641.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings

[qingczha's solution](#)

642.

218C

[Ice Skating](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[qingczha's solution](#)

643.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

644.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

645.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[qingczha's solution](#)

646.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

647.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[qingczha's solution](#)

648.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

649.

459A

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

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650.

461A

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651.

327A

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652.

445A

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653.

583B

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654.

340A

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655.

546B

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656.

554B

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657.

569B

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658.

327B

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659.

353A

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660.

304A

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661.

9C

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662.

492B

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663.

514A

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664.

552B

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665.

466A

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666.

23A

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667.

27A

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668.

456B

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669.

574A

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670.

2021C1

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671.

1868A

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672.

1741D

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673.

1594E1

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674.

1178C

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[qingczha's solution](#)

675.

1178B

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676.

1194C

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677.

1194B

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678.

1187B

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679.

1182B

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680.

1152B

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681.

1157B

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Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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682.

1157C1

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1107C

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684.

1108C

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685.

1096B

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686.

1100B

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687.

1101B

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688.

1093C

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689.

1077C

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1076C

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691.

1059B

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692.

897B

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919C

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694.

378B

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695.

893C

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696.

900B

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697.

899C

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698.

915B

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Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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699.

912B

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700.

909B

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701.

907A

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702.

862B

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703.

841C

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704.

808B

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705.

796B

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706.

777B

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707.

750B

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708.

747C

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709.

740A

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Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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710.

690F1

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Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
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711.

429A

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712.

730H

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713.

36A

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714.

27B

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715.

51A

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716.

146B

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717.

722A

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[qingczha's solution](#)

718.

92B

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719.

493A

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720.

486B

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721.

276B

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722.

716B

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723.

371B

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Quality: 12,536 global accepts · Rating: 1300 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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724.

251A

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725.

509B

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726.

437A

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727.

707B

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[qingczha's solution](#)

728.

626B

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Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

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729.

220A

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Quality: 13,119 global accepts · Rating: 1300 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

730.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

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731.

330B

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Quality: 19,387 global accepts · Rating: 1300 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[qingczha's solution](#)

732.

628C

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Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: greedy, strings

[qingczha's solution](#)

733.

628B

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Quality: 12,059 global accepts · Rating: 1300 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp

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734.

462B

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[qingczha's solution](#)

735.

58B

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Quality: 13,231 global accepts · Rating: 1300 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: greedy

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736.

288A

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[qingczha's solution](#)

737.

147A

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[qingczha's solution](#)

738.

681B

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Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-15 · GNU C++11 (first AC) · Tags: brute force

[qingczha's solution](#)

739.

61B

[Hard Work](#) · [Tutorial](#)

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[qingczha's solution](#)

740.

665C

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Quality: 17,245 global accepts · Rating: 1300 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[qingczha's solution](#)

741.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[qingczha's solution](#)

742.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,527 global accepts · Rating: 1300 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

743.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

744.

246B

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745.

673B

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Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

746.

670C

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Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

747.

352B

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Quality: 18,165 global accepts · Rating: 1300 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[qingczha's solution](#)

748.

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

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749.

192A

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Quality: 11,565 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[qingczha's solution](#)

750.

485B

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Quality: 6,791 global accepts · Rating: 1300 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: brute force, greedy

[qingczha's solution](#)

751.

239C

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Rating: 1300 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[qingczha's solution](#)

752.

635B

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Rating: 1300 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

753.

633B

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754.

630N

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755.

630F

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756.

625C

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617B

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762.

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763.

611B

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766.

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767.

236B

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771.

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776.

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786.

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787.

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789.

1824A

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809.

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810.

762A

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811.

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813.

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389C

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757B

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819.

752C

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544B

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124B

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824.

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826.

44E

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719B

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828.

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829.

472C

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445B

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831.

152C

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832.

313C

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833.

272B

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834.

714C

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835.

493B

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534B

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838.

711B

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839.

523C

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840.

401C

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841.

479B

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842.

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843.

514B

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844.

289B

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845.

402B

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846.

548B

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847.

417C

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848.

437C

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849.

703B

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850.

699B

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851.

81A

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852.

697B

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853.

689A

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854.

637C

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855.

369B

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856.

379C

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857.

680C

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858.

677B

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859.

492C

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860.

612C

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861.

414B

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862.

131C

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863.

675B

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864.

357B

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865.

448B

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866.

30A

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867.

670D1

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868.

518B

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869.

669C

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870.

315A

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Quality: 12,296 global accepts · Rating: 1400 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force
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871.

651C

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872.

197B

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Quality: 4,917 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: math
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873.

632B

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874.

630L

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875.

630H

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876.

604B

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877.

284A

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878.

525B

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Quality: 10,224 global accepts · Rating: 1400 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, strings
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879.

180C

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Quality: 8,561 global accepts · Rating: 1400 · first AC: 2016-02-02 · GNU C++ (first AC) · Tags: dp
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880.

182D

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881.

602B

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882.

614B

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883.

538B

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Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation
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884.

248B

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885.

515C

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Quality: 28,710 global accepts · Rating: 1400 · first AC: 2015-10-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[qingczha's solution](#)

886.

479C

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Quality: 33,074 global accepts · Rating: 1400 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

887.

520B

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[qingczha's solution](#)

888.

279B

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Quality: 72,445 global accepts · Rating: 1400 · first AC: 2015-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[qingczha's solution](#)

889.

546C

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Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[qingczha's solution](#)

890.

550B

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Quality: 27,457 global accepts · Rating: 1400 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[qingczha's solution](#)

891.

507B

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Quality: 26,686 global accepts · Rating: 1400 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: geometry, math

[qingczha's solution](#)

892.

175A

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Quality: 2,550 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

893.

416A

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894.

581C

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Quality: 7,595 global accepts · Rating: 1400 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[qingczha's solution](#)

895.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,587 global accepts · Rating: 1400 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

896.

26B

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Quality: 25,858 global accepts · Rating: 1400 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

897.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[qingczha's solution](#)

898.

485A

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899.

2153C

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[qingczha's solution](#)

900.

1792C

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Quality: 16,760 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

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901.

2027C

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[qingczha's solution](#)

902.

530A

[Quadratic equation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 1500 · first AC: 2024-10-16 · Picat (first AC) · Tags: *special

[qingczha's solution](#)

903.

1924A

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

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

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904.

1817A

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Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

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905.

1795C

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Quality: 18,020 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[qingczha's solution](#)

906.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math,

sortings

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907.

1439A1

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908.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[qingczha's solution](#)

909.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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910.

1178D

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

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911.

1180C

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

Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

912.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

913.

1158A

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Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[qingczha's solution](#)

914.

1166C

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Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[qingczha's solution](#)

915.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

916.

1163B1

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Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

917.

1133D

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[qingczha's solution](#)

918.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

919.

1101C

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[qingczha's solution](#)

920.

1102D

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[qingczha's solution](#)

921.

959C

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922.

1080C

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Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

923.

985C

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924.

978D

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[qingczha's solution](#)

925.

978F

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Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[qingczha's solution](#)

926.

877B

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Quality: 11,926 global accepts · Rating: 1500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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927.

908C

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math

[qingczha's solution](#)

928.

902C

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Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

929.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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930.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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931.

864C

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[qingczha's solution](#)

932.

527C

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Quality: 7,534 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[qingczha's solution](#)

933.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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934.

847A

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Quality: 3,877 global accepts · Rating: 1500 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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935.

761C

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Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

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936.

550A

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[qingczha's solution](#)

937.

752B

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[qingczha's solution](#)

938.

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[qingczha's solution](#)

939.

746D

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[qingczha's solution](#)

940.

460B

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941.

744A

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942.

743C

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943.

742B

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Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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944.

566F

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[qingczha's solution](#)

945.

282B

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Quality: 13,971 global accepts · Rating: 1500 · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[qingczha's solution](#)

946.

599B

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Quality: 4,578 global accepts · Rating: 1500 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

947.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[qingczha's solution](#)

948.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2016-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[qingczha's solution](#)

949.

340D

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Quality: 7,904 global accepts · Rating: 1500 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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950.

494A

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Quality: 6,549 global accepts · Rating: 1500 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

951.

417A

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Quality: 3,411 global accepts · Rating: 1500 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[qingczha's solution](#)

952.

576A

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

Quality: 15,930 global accepts · Rating: 1500 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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953.

250B

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Quality: 2,240 global accepts · Rating: 1500 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

954.

187A

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Quality: 3,043 global accepts · Rating: 1500 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

955.

92C

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Rating: 1500 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[qingczha's solution](#)

956.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[qingczha's solution](#)

957.

300B

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[qingczha's solution](#)

958.

404B

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[qingczha's solution](#)

959.

92D

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Rating: 1500 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[qingczha's solution](#)

960.

192C

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Quality: 1500 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[qingczha's solution](#)

961.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

962.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,061 global accepts · Rating: 1500 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[qingczha's solution](#)

963.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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964.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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965.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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966.

468A

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Quality: 8,399 global accepts · Rating: 1500 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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967.

709B

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Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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968.

437B

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969.

707C

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970.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation,

sortings

[qingczha's solution](#)

971.

166C

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Quality: 7,431 global accepts · Rating: 1500 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[qingczha's solution](#)

972.

274A

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Quality: 10,815 global accepts · Rating: 1500 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

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973.

702C

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Quality: 22,896 global accepts · Rating: 1500 · first AC: 2016-07-30 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

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974.

702B

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975.

701C

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Quality: 19,796 global accepts · Rating: 1500 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[qingczha's solution](#)

976.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[qingczha's solution](#)

977.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

978.

149C

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Quality: 5,733 global accepts · Rating: 1500 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[qingczha's solution](#)

979.

50B

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Quality: 6,451 global accepts · Rating: 1500 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: strings

[qingczha's solution](#)

980.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

981.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[qingczha's solution](#)

982.

676C

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Quality: 22,438 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[qingczha's solution](#)

983.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

984.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

985.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: dp, greedy

[qingczha's solution](#)

986.

357C

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

Rating: 1500 · first AC: 2016-05-14 · GNU C++11 (first AC) · Tags: data structures

[qingczha's solution](#)

987.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-10 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

988.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[qingczha's solution](#)

989.

554C

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

Rating: 1500 · first AC: 2016-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[qingczha's solution](#)

990.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,468 global accepts · Rating: 1500 · first AC: 2015-09-22 · last AC: 2016-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[qingczha's solution](#)

991.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[qingczha's solution](#)

992.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

993.

527B

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

Quality: 4,072 global accepts · Rating: 1500 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

994.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

995.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: brute force, dp

[qingczha's solution](#)

996.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,627 global accepts · Rating: 1500 · first AC: 2016-02-02 · GNU C++ (first AC) · Tags: dp, math, matrices

[qingczha's solution](#)

997.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-23 · GNU C++11 (first AC) · Tags: greedy

[qingczha's solution](#)

998.

256A

[Almost Arithmetical Progression](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[qingczha's solution](#)

999.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · GNU C++11 (first AC) · Tags: brute force, implementation

[qingczha's solution](#)

1000.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings

[qingczha's solution](#)

1001.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2015-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

1002.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2015-10-30 · GNU C++11 (first AC) · Tags: dp, number theory

[qingczha's solution](#)

1003.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 1500 · first AC: 2015-10-16 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

1004.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,987 global accepts · Rating: 1500 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1005.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[qingczha's solution](#)

1006.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[qingczha's solution](#)

1007.

49B

[Sum](#) · [Tutorial](#)

Quality: 2,802 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

1008.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, sortings

[qingczha's solution](#)

1009.

409H

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

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2015-09-30 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[qingczha's solution](#)

1010.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,929 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[qingczha's solution](#)

1011.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2015-09-21 · GNU C++11 (first AC) · Tags: hashing, implementation

[qingczha's solution](#)

1012.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,141 global accepts · Rating: 1500 · first AC: 2015-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, math

[qingczha's solution](#)

1013.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[qingczha's solution](#)**1014.**

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2015-09-14 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[qingczha's solution](#)**1015.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[qingczha's solution](#)**1016.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[qingczha's solution](#)**1017.**

1795D

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

Quality: 13,076 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qingczha's solution](#)**1018.**

1741E

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Quality: 17,799 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qingczha's solution](#)**1019.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,265 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[qingczha's solution](#)**1020.**

1519D

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

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[qingczha's solution](#)**1021.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[qingczha's solution](#)**1022.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[qingczha's solution](#)

1023.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qingczha's solution](#)

1024.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[qingczha's solution](#)

1025.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[qingczha's solution](#)

1026.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[qingczha's solution](#)

1027.

878A

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Quality: 5,992 global accepts · Rating: 1600 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
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1028.

1175B

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Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[qingczha's solution](#)

1029.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
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1030.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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1031.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[qingczha's solution](#)

1032.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qingczha's solution](#)

1033.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[qingczha's solution](#)

1034.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[qingczha's solution](#)

1035.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

1036.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qingczha's solution](#)

1037.

1082B

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Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1038.

1082C

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Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

1039.

1077D

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Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[qingczha's solution](#)

1040.

1059C

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Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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1041.

1060C

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Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[qingczha's solution](#)

1042.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[qingczha's solution](#)

1043.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qingczha's solution](#)

1044.

380A

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[qingczha's solution](#)

1045.

922C

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Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[qingczha's solution](#)

1046.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[qingczha's solution](#)

1047.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[qingczha's solution](#)

1048.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1600 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[qingczha's solution](#)

1049.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

1050.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[qingczha's solution](#)

1051.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

1052.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[qingczha's solution](#)

1053.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1054.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[qingczha's solution](#)

1055.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1056.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[qingczha's solution](#)

1057.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[qingczha's solution](#)

1058.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[qingczha's solution](#)

1059.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[qingczha's solution](#)

1060.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[qingczha's solution](#)

1061.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[qingczha's solution](#)

1062.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[qingczha's solution](#)

1063.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

1064.

736A

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

Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[qingczha's solution](#)

1065.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[qingczha's solution](#)

1066.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[qingczha's solution](#)

1067.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings

[qingczha's solution](#)

1068.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[qingczha's solution](#)

1069.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[qingczha's solution](#)

1070.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

1071.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[qingczha's solution](#)

1072.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[qingczha's solution](#)

1073.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[qingczha's solution](#)

1074.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[qingczha's solution](#)

1075.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, greedy, strings

[qingczha's solution](#)

1076.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, implementation

[qingczha's solution](#)

1077.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,448 global accepts · Rating: 1600 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[qingczha's solution](#)

1078.

408D

[Long Path](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[qingczha's solution](#)

1079.

408C

[Triangle](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[qingczha's solution](#)

1080.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,934 global accepts · Rating: 1600 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

1081.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1082.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[qingczha's solution](#)

1083.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[qingczha's solution](#)

1084.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

[qingczha's solution](#)

1085.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[qingczha's solution](#)

1086.

493C

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

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures,

implementation, sortings, two pointers

[qingczha's solution](#)

1087.

381C

[Sereja and Prefixes](#) · [Tutorial](#)

Quality: 1600 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[qingczha's solution](#)

1088.

283A

[Cows and Sequence](#) · [Tutorial](#)

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2016-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[qingczha's solution](#)

1089.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2016-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[qingczha's solution](#)

1090.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[qingczha's solution](#)

1091.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[qingczha's solution](#)

1092.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,057 global accepts · Rating: 1600 · first AC: 2016-09-04 · GNU C++11 (first AC) · Tags: dfs and similar

[qingczha's solution](#)

1093.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-19 · last AC: 2016-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

1094.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

1095.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

1096.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2016-08-19 · GNU C++11 (first AC) · Tags: combinatorics, data structures, implementation

[qingczha's solution](#)

1097.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-08-16 · last AC: 2016-08-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[qingczha's solution](#)

1098.

639B

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

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[qingczha's solution](#)

1099.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[qingczha's solution](#)

1100.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,167 global accepts · Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, sortings

[qingczha's solution](#)

1101.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[qingczha's solution](#)

1102.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,366 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: dp, strings

[qingczha's solution](#)

1103.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[qingczha's solution](#)

1104.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,320 global accepts · Rating: 1600 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

1105.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

1106.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: binary search, math, sortings

[qingczha's solution](#)

1107.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2016-07-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[qingczha's solution](#)

1108.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[qingczha's solution](#)

1109.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,833 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[qingczha's solution](#)

1110.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[qingczha's solution](#)

1111.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

1112.

454C

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[qingczha's solution](#)

1113.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1600 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[qingczha's solution](#)

1114.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[qingczha's solution](#)

1115.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[qingczha's solution](#)

1116.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[qingczha's solution](#)

1117.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: games, math, number theory

[qingczha's solution](#)

1118.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,909 global accepts · Rating: 1600 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[qingczha's solution](#)

1119.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2016-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[qingczha's solution](#)

1120.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-02-24 · GNU C++11 (first AC) · Tags: dp, graphs
[qingczha's solution](#)

1121.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math
[qingczha's solution](#)

1122.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[qingczha's solution](#)

1123.

616D

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

Quality: 12,377 global accepts · Rating: 1600 · first AC: 2016-02-05 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers
[qingczha's solution](#)

1124.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: dfs and similar
[qingczha's solution](#)

1125.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

1126.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[qingczha's solution](#)

1127.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[qingczha's solution](#)

1128.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: number theory
[qingczha's solution](#)

1129.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · last AC: 2015-11-27 · Python 3 (first AC) · Tags: implementation, strings

[qingczha's solution](#)

1130.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: sortings

[qingczha's solution](#)

1131.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[qingczha's solution](#)

1132.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2015-11-11 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

1133.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

1134.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,200 global accepts · Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[qingczha's solution](#)

1135.

495B

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

Quality: 8,264 global accepts · Rating: 1600 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[qingczha's solution](#)

1136.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,650 global accepts · Rating: 1600 · first AC: 2015-09-15 · GNU C++11 (first AC) · Tags: binary search, number theory

[qingczha's solution](#)

1137.

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[qingczha's solution](#)

1138.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[qingczha's solution](#)

1139.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[qingczha's solution](#)

1140.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[qingczha's solution](#)

1141.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[qingczha's solution](#)

1142.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[qingczha's solution](#)

1143.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1700 · first AC: 2016-11-07 · last AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[qingczha's solution](#)

1144.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[qingczha's solution](#)

1145.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[qingczha's solution](#)

1146.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[qingczha's solution](#)

1147.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[qingczha's solution](#)

1148.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

1149.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[qingczha's solution](#)

1150.

1361A

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

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

[qingczha's solution](#)

1151.

1330D

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

Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[qingczha's solution](#)

1152.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qingczha's solution](#)

1153.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[qingczha's solution](#)

1154.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[qingczha's solution](#)

1155.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[qingczha's solution](#)

1156.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[qingczha's solution](#)

1157.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1158.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[qingczha's solution](#)

1159.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qingczha's solution](#)

1160.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

[qingczha's solution](#)

1161.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,328 global accepts · Rating: 1700 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1162.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[qingczha's solution](#)

1163.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[qingczha's solution](#)

1164.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[qingczha's solution](#)

1165.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[qingczha's solution](#)

1166.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[qingczha's solution](#)

1167.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[qingczha's solution](#)

1168.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[qingczha's solution](#)

1169.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[qingczha's solution](#)

1170.

915C

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1171.

834C

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

Rating: 1700 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: math

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1172.

910C

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Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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1173.

831C

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Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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1174.

798C

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Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[qingczha's solution](#)

1175.

106C

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Quality: 7,060 global accepts · Rating: 1700 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1176.

778A

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Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

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1177.

765D

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Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math

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1178.

766C

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1179.

489D

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1180.

747E

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1181.

427C

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1182.

739A

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Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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1183.

635D

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Rating: 1700 · first AC: 2016-11-22 · last AC: 2016-11-22 · GNU C++11 (first AC) · Tags: data structures
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1184.

737B

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Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qingczha's solution](#)

1185.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[qingczha's solution](#)

1186.

118D

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Quality: 20,482 global accepts · Rating: 1700 · first AC: 2016-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp
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1187.

734D

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Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · last AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1188.

279C

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Quality: 8,924 global accepts · Rating: 1700 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers
[qingczha's solution](#)

1189.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers
[qingczha's solution](#)

1190.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
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1191.

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[qingczha's solution](#)

1192.

245C

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Quality: 1,687 global accepts · Rating: 1700 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1193.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[qingczha's solution](#)

1194.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-10-06 · last AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

1195.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[qingczha's solution](#)

1196.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1700 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[qingczha's solution](#)

1197.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math

[qingczha's solution](#)

1198.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[qingczha's solution](#)

1199.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2016-09-01 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1200.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1201.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: dp, implementation

[qingczha's solution](#)

1202.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[qingczha's solution](#)

1203.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: 1700 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[qingczha's solution](#)

1204.

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: greedy, math

[qingczha's solution](#)

1205.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees

[qingczha's solution](#)

1206.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[qingczha's solution](#)

1207.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2016-07-11 · GNU C++11 (first AC) · Tags: dp, sortings

[qingczha's solution](#)

1208.

464A

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Quality: 6,235 global accepts · Rating: 1700 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: greedy, strings

[qingczha's solution](#)

1209.

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2016-06-26 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[qingczha's solution](#)

1210.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1211.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: dp, math

[qingczha's solution](#)

1212.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[qingczha's solution](#)

1213.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

[qingczha's solution](#)

1214.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: implementation

[qingczha's solution](#)

1215.

339D

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

Quality: 32,555 global accepts · Rating: 1700 · first AC: 2016-03-17 · last AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, trees

[qingczha's solution](#)

1216.

631C

[Report](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 1700 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, sortings

[qingczha's solution](#)

1217.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: sortings, strings

[qingczha's solution](#)

1218.

635C

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-29 · GNU C++11 (first AC) · Tags: dp, math

[qingczha's solution](#)

1219.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[qingczha's solution](#)

1220.

622C

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Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

1221.

625A

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Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[qingczha's solution](#)

1222.

621C

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Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

[qingczha's solution](#)

1223.

617D

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Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

1224.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qingczha's solution](#)

1225.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[qingczha's solution](#)

1226.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[qingczha's solution](#)

1227.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[qingczha's solution](#)

1228.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,434 global accepts · Rating: 1700 · first AC: 2015-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[qingczha's solution](#)

1229.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,892 global accepts · Rating: 1700 · first AC: 2015-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[qingczha's solution](#)

1230.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

[qingczha's solution](#)

1231.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[qingczha's solution](#)

1232.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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1233.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[qingczha's solution](#)

1234.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[qingczha's solution](#)

1235.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, divide and conquer, greedy, implementation, sortings

[qingczha's solution](#)

1236.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities, trees

[qingczha's solution](#)

1237.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[qingczha's solution](#)

1238.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[qingczha's solution](#)

1239.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[qingczha's solution](#)

1240.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[qingczha's solution](#)

1241.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[qingczha's solution](#)

1242.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[qingczha's solution](#)

1243.

1330C

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

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

1244.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

1245.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qingczha's solution](#)

1246.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[qingczha's solution](#)

1247.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[qingczha's solution](#)

1248.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[qingczha's solution](#)

1249.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings
[qingczha's solution](#)

1250.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[qingczha's solution](#)

1251.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[qingczha's solution](#)

1252.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings
[qingczha's solution](#)

1253.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory
[qingczha's solution](#)

1254.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[qingczha's solution](#)

1255.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[qingczha's solution](#)

1256.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[qingczha's solution](#)

1257.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[qingczha's solution](#)

1258.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[qingczha's solution](#)

1259.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory
[qingczha's solution](#)

1260.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths
[qingczha's solution](#)

1261.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[qingczha's solution](#)

1262.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers
[qingczha's solution](#)

1263.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[qingczha's solution](#)

1264.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math
[qingczha's solution](#)

1265.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[qingczha's solution](#)

1266.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[qingczha's solution](#)

1267.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[qingczha's solution](#)

1268.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[qingczha's solution](#)

1269.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[qingczha's solution](#)

1270.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[qingczha's solution](#)

1271.

402D

[Upgrading Array](#) · [Tutorial](#)

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1272.

847K

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1273.

847C

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1274.

847E

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831D

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1276.

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777D

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1281.

666A

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1282.

663A

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1283.

274B

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747D

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1285.

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432C

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1287.

280B

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433C

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1289.

271D

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1290.

733C

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1291.

730A

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730B

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1293.

487A

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1294.

623A

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1295.

727D

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724C

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1297.

300C

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721C

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1299.

404C

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652C

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1303.

519D

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478C

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1305.

482B

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1306.

459D

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1307.

527D

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1308.

706D

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[qingczha's solution](#)

1309.

691C

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1310.

483B

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1311.

687B

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1312.

471D

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1313.

61D

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1314.

492D

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1315.

612D

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1316.

665D

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[qingczha's solution](#)

1317.

675D

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1318.

671A

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1319.

448D

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1320.

669D

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[qingczha's solution](#)

1321.

664B

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1322.

245H

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604D

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1324.

220B

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1325.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms
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1326.

603B

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1327.

69E

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Quality: 5,086 global accepts · Rating: 1800 · first AC: 2015-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation
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1328.

586C

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1329.

584D

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1330.

580D

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1331.

2036F

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1332.

2026D

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1333.

2021C2

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1334.

1955G

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1335.

1991D

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1336.

2009G1

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1337.

2018B

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1338.

2013D

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1339.

463D

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dp, graphs, implementation

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1340.

1895D

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1341.

1817B

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1342.

1799D1

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Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1343.

1383B

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1344.

1439A2

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1345.

1375D

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1346.

926E

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1347.

1361B

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1348.

1313C2

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1349.

1303D

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1350.

1264B

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1351.

1242B

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1352.

1178E

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1353.

1183H

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1354.

1175D

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1355.

1163C1

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1356.

1163C2

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1357.

1157D

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1358.

1155D

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Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1359.

1153D

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1360.

1095F

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1361.

959D

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1362.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
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1363.

1076E

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1364.

1077F1

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1365.

1060D

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1366.

568B

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1367.

914D

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1368.

835D

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[qingczha's solution](#)

1369.

893D

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Quality: 3,331 global accepts · Rating: 1900 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation
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1370.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[qingczha's solution](#)

1371.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy
[qingczha's solution](#)

1372.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[qingczha's solution](#)

1373.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,105 global accepts · Rating: 1900 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[qingczha's solution](#)

1374.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings
[qingczha's solution](#)

1375.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings
[qingczha's solution](#)

1376.

505C

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

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers
[qingczha's solution](#)

1377.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[qingczha's solution](#)

1378.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[qingczha's solution](#)

1379.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation
[qingczha's solution](#)

1380.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation
[qingczha's solution](#)

1381.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[qingczha's solution](#)

1382.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive
[qingczha's solution](#)

1383.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[qingczha's solution](#)

1384.

459C

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

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[qingczha's solution](#)

1385.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[qingczha's solution](#)

1386.

740D

[Alyona and a tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graph matchings, graphs
[qingczha's solution](#)

1387.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[qingczha's solution](#)

1388.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[qingczha's solution](#)

1389.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,747 global accepts · Rating: 1900 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[qingczha's solution](#)

1390.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy
[qingczha's solution](#)

1391.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1900 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[qingczha's solution](#)

1392.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[qingczha's solution](#)

1393.

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[qingczha's solution](#)

1394.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[qingczha's solution](#)

1395.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[qingczha's solution](#)

1396.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[qingczha's solution](#)

1397.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees
[qingczha's solution](#)

1398.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[qingczha's solution](#)

1399.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp
[qingczha's solution](#)

1400.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings, strings
[qingczha's solution](#)

1401.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[qingczha's solution](#)

1402.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[qingczha's solution](#)

1403.

622D

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

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[qingczha's solution](#)

1404.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu
[qingczha's solution](#)

1405.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[qingczha's solution](#)

1406.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[qingczha's solution](#)

1407.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[qingczha's solution](#)

1408.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-03 · last AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[qingczha's solution](#)

1409.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[qingczha's solution](#)

1410.

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[qingczha's solution](#)

1411.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-09-02 · C++14 (GCC 6-32) (first AC) · Tags: *special
[qingczha's solution](#)

1412.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[qingczha's solution](#)

1413.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-08-25 · last AC: 2016-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qingczha's solution](#)

1414.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[qingczha's solution](#)

1415.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: matrices

[qingczha's solution](#)

1416.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2016-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[qingczha's solution](#)

1417.

688E

[The Values You Can Make](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1418.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1900 · first AC: 2016-06-06 · GNU C++11 (first AC) · Tags: data structures, trees

[qingczha's solution](#)

1419.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory

[qingczha's solution](#)

1420.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: geometry

[qingczha's solution](#)

1421.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2016-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[qingczha's solution](#)

1422.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,897 global accepts · Rating: 1900 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[qingczha's solution](#)

1423.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation
[qingczha's solution](#)

1424.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[qingczha's solution](#)

1425.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2016-03-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[qingczha's solution](#)

1426.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers
[qingczha's solution](#)

1427.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-19 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

1428.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp
[qingczha's solution](#)

1429.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,607 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: data structures, dp
[qingczha's solution](#)

1430.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp
[qingczha's solution](#)

1431.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,860 global accepts · Rating: 1900 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers
[qingczha's solution](#)

1432.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities
[qingczha's solution](#)

1433.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[qingczha's solution](#)

1434.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[qingczha's solution](#)

1435.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math

[qingczha's solution](#)

1436.

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[qingczha's solution](#)

1437.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[qingczha's solution](#)

1438.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[qingczha's solution](#)

1439.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[qingczha's solution](#)

1440.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qingczha's solution](#)

1441.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[qingczha's solution](#)

1442.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qingczha's solution](#)

1443.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[qingczha's solution](#)

1444.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[qingczha's solution](#)

1445.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings
[qingczha's solution](#)

1446.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[qingczha's solution](#)

1447.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees
[qingczha's solution](#)

1448.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[qingczha's solution](#)

1449.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers
[qingczha's solution](#)

1450.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
[qingczha's solution](#)

1451.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
[qingczha's solution](#)

1452.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[qingczha's solution](#)

1453.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

implementation, interactive

[qingczha's solution](#)

1454.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[qingczha's solution](#)

1455.

877E

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

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[qingczha's solution](#)

1456.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[qingczha's solution](#)

1457.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qingczha's solution](#)

1458.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[qingczha's solution](#)

1459.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[qingczha's solution](#)

1460.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[qingczha's solution](#)

1461.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[qingczha's solution](#)

1462.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[qingczha's solution](#)

1463.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[qingczha's solution](#)

1464.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[qingczha's solution](#)

1465.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[qingczha's solution](#)

1466.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers
[qingczha's solution](#)

1467.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[qingczha's solution](#)

1468.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[qingczha's solution](#)

1469.

453B

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

Quality: 5,402 global accepts · Rating: 2000 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[qingczha's solution](#)

1470.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[qingczha's solution](#)

1471.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[qingczha's solution](#)

1472.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
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1473.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
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1474.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2016-03-10 · last AC: 2017-03-02 · GNU C++11 (first AC) · Tags: dp, math
[qingczha's solution](#)

1475.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[qingczha's solution](#)

1476.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
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1477.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[qingczha's solution](#)

1478.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[qingczha's solution](#)

1479.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[qingczha's solution](#)

1480.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy
[qingczha's solution](#)

1481.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2016-11-25 · last AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search
[qingczha's solution](#)

1482.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
[qingczha's solution](#)

1483.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[qingczha's solution](#)

1484.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
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1485.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[qingczha's solution](#)

1486.

451D

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

Quality: 5,063 global accepts · Rating: 2000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[qingczha's solution](#)

1487.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,158 global accepts · Rating: 2000 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[qingczha's solution](#)

1488.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2016-11-04 · last AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[qingczha's solution](#)

1489.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,861 global accepts · Rating: 2000 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[qingczha's solution](#)

1490.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[qingczha's solution](#)

1491.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2016-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[qingczha's solution](#)

1492.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1493.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1494.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[qingczha's solution](#)

1495.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2016-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[qingczha's solution](#)

1496.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[qingczha's solution](#)

1497.

381E

[Sereja and Brackets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-09-19 · last AC: 2016-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1498.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2016-08-15 · last AC: 2016-08-15 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[qingczha's solution](#)

1499.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, math

[qingczha's solution](#)

1500.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-08-06 · GNU C++11 (first AC) · Tags: dp, strings

[qingczha's solution](#)

1501.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures, dp

[qingczha's solution](#)

1502.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2016-08-01 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[qingczha's solution](#)

1503.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 2000 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[qingczha's solution](#)

1504.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[qingczha's solution](#)

1505.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2016-05-04 · GNU C++11 (first AC) · Tags: *special, data structures

[qingczha's solution](#)

1506.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: implementation, math
[qingczha's solution](#)

1507.

669E

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-04-24 · last AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures
[qingczha's solution](#)

1508.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
[qingczha's solution](#)

1509.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2016-04-17 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[qingczha's solution](#)

1510.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: math
[qingczha's solution](#)

1511.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: brute force, dp, number theory
[qingczha's solution](#)

1512.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math
[qingczha's solution](#)

1513.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: dp, matrices
[qingczha's solution](#)

1514.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: math, number theory
[qingczha's solution](#)

1515.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[qingczha's solution](#)

1516.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[qingczha's solution](#)

1517.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[qingczha's solution](#)

1518.

1778D

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

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[qingczha's solution](#)

1519.

1776G

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

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[qingczha's solution](#)

1520.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[qingczha's solution](#)

1521.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[qingczha's solution](#)

1522.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[qingczha's solution](#)

1523.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qingczha's solution](#)

1524.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[qingczha's solution](#)

1525.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[qingczha's solution](#)

1526.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[qingczha's solution](#)

1527.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[qingczha's solution](#)

1528.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
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1529.

1108E2

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

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[qingczha's solution](#)

1530.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy
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1531.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[qingczha's solution](#)

1532.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[qingczha's solution](#)

1533.

1039B

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Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities
[qingczha's solution](#)

1534.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[qingczha's solution](#)

1535.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math
[qingczha's solution](#)

1536.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[qingczha's solution](#)

1537.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[qingczha's solution](#)

1538.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[qingczha's solution](#)

1539.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[qingczha's solution](#)

1540.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[qingczha's solution](#)

1541.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[qingczha's solution](#)

1542.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[qingczha's solution](#)

1543.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2018-01-16 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[qingczha's solution](#)

1544.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths
[qingczha's solution](#)

1545.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[qingczha's solution](#)

1546.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[qingczha's solution](#)

1547.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[qingczha's solution](#)

1548.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[qingczha's solution](#)

1549.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

1550.

841D

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

Rating: 2100 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1551.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[qingczha's solution](#)

1552.

791D

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

Rating: 2100 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[qingczha's solution](#)

1553.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2017-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[qingczha's solution](#)

1554.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

1555.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[qingczha's solution](#)

1556.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[qingczha's solution](#)

1557.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry
[qingczha's solution](#)

1558.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[qingczha's solution](#)

1559.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[qingczha's solution](#)

1560.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · last AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[qingczha's solution](#)

1561.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings
[qingczha's solution](#)

1562.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[qingczha's solution](#)

1563.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees
[qingczha's solution](#)

1564.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[qingczha's solution](#)

1565.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[qingczha's solution](#)

1566.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[qingczha's solution](#)

1567.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[qingczha's solution](#)

1568.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[qingczha's solution](#)

1569.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2016-11-29 · last AC: 2016-11-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[qingczha's solution](#)

1570.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[qingczha's solution](#)

1571.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[qingczha's solution](#)

1572.

498C

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

Quality: 4,190 global accepts · Rating: 2100 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[qingczha's solution](#)

1573.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[qingczha's solution](#)

1574.

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[qingczha's solution](#)

1575.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[qingczha's solution](#)

1576.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[qingczha's solution](#)

1577.

146E

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

Rating: 2100 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[qingczha's solution](#)

1578.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[qingczha's solution](#)

1579.

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2016-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[qingczha's solution](#)

1580.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-18 · last AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[qingczha's solution](#)

1581.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[qingczha's solution](#)

1582.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2016-09-02 · last AC: 2016-09-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[qingczha's solution](#)

1583.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[qingczha's solution](#)

1584.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-08-22 · last AC: 2016-08-22 · GNU C++11 (first AC) · Tags: binary search, sortings

[qingczha's solution](#)

1585.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[qingczha's solution](#)

1586.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: data structures

[qingczha's solution](#)

1587.

373E

[Watching Fireworks is Fun](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: dp

[qingczha's solution](#)

1588.

129D

[String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: implementation, string suffix structures, strings
[qingczha's solution](#)

1589.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[qingczha's solution](#)

1590.

632D

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

Quality: 4,588 global accepts · Rating: 2100 · first AC: 2016-03-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[qingczha's solution](#)

1591.

218D

[Blackboard Fibonacci](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-01-28 · GNU C++11 (first AC) · Tags: implementation
[qingczha's solution](#)

1592.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[qingczha's solution](#)

1593.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-12-16 · GNU C++11 (first AC) · Tags: greedy
[qingczha's solution](#)

1594.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
[qingczha's solution](#)

1595.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[qingczha's solution](#)

1596.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[qingczha's solution](#)

1597.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[qingczha's solution](#)

1598.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[qingczha's solution](#)

1599.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[qingczha's solution](#)

1600.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[qingczha's solution](#)

1601.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[qingczha's solution](#)

1602.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[qingczha's solution](#)

1603.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

1604.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[qingczha's solution](#)

1605.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[qingczha's solution](#)

1606.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[qingczha's solution](#)

1607.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar,

dp, flows, graphs, shortest paths

[qingczha's solution](#)

1608.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[qingczha's solution](#)

1609.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[qingczha's solution](#)

1610.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[qingczha's solution](#)

1611.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: flows

[qingczha's solution](#)

1612.

1261D1

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

Rating: 2200 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[qingczha's solution](#)

1613.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[qingczha's solution](#)

1614.

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qingczha's solution](#)

1615.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[qingczha's solution](#)

1616.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[qingczha's solution](#)

1617.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[qingczha's solution](#)

1618.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[qingczha's solution](#)

1619.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[qingczha's solution](#)

1620.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[qingczha's solution](#)

1621.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2019-05-06 · last AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[qingczha's solution](#)

1622.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[qingczha's solution](#)

1623.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[qingczha's solution](#)

1624.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[qingczha's solution](#)

1625.

1149B

[Three Religions](#) · [Tutorial](#)

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

[qingczha's solution](#)

1626.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[qingczha's solution](#)

1627.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[qingczha's solution](#)

1628.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[qingczha's solution](#)

1629.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[qingczha's solution](#)

1630.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · last AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[qingczha's solution](#)

1631.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs
[qingczha's solution](#)

1632.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[qingczha's solution](#)

1633.

774H

[Repairing Of String](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2200 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms
[qingczha's solution](#)

1634.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[qingczha's solution](#)

1635.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[qingczha's solution](#)

1636.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[qingczha's solution](#)

1637.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory
[qingczha's solution](#)

1638.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees
[qingczha's solution](#)

1639.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees
[qingczha's solution](#)

1640.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings
[qingczha's solution](#)

1641.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2018-01-16 · PyPy 3 (first AC) · Tags: data structures, math
[qingczha's solution](#)

1642.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[qingczha's solution](#)

1643.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[qingczha's solution](#)

1644.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[qingczha's solution](#)

1645.

902D

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

Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[qingczha's solution](#)

1646.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,555 global accepts · Rating: 2200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[qingczha's solution](#)

1647.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[qingczha's solution](#)

1648.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[qingczha's solution](#)

1649.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[qingczha's solution](#)

1650.

19C

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

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures

[qingczha's solution](#)

1651.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[qingczha's solution](#)

1652.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[qingczha's solution](#)

1653.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[qingczha's solution](#)

1654.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-12-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[qingczha's solution](#)

1655.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[qingczha's solution](#)

1656.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[qingczha's solution](#)

1657.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2016-11-25 · last AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[qingczha's solution](#)

1658.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[qingczha's solution](#)

1659.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[qingczha's solution](#)

1660.

555C

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

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[qingczha's solution](#)

1661.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees
[qingczha's solution](#)

1662.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[qingczha's solution](#)

1663.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2016-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[qingczha's solution](#)

1664.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
[qingczha's solution](#)

1665.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[qingczha's solution](#)

1666.

514E

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

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[qingczha's solution](#)

1667.

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[qingczha's solution](#)

1668.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
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1669.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[qingczha's solution](#)

1670.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1671.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[qingczha's solution](#)

1672.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-10-26 · last AC: 2016-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[qingczha's solution](#)

1673.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[qingczha's solution](#)

1674.

550E

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

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qingczha's solution](#)

1675.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[qingczha's solution](#)

1676.

731D

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Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[qingczha's solution](#)

1677.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[qingczha's solution](#)

1678.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qingczha's solution](#)

1679.

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[qingczha's solution](#)

1680.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2016-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[qingczha's solution](#)

1681.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[qingczha's solution](#)

1682.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: hashing, strings

[qingczha's solution](#)

1683.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[qingczha's solution](#)

1684.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[qingczha's solution](#)

1685.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[qingczha's solution](#)

1686.

651E

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

Rating: 2200 · first AC: 2016-03-08 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[qingczha's solution](#)

1687.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[qingczha's solution](#)

1688.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[qingczha's solution](#)

1689.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: data structures

[qingczha's solution](#)

1690.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[qingczha's solution](#)

1691.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[qingczha's solution](#)

1692.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[qingczha's solution](#)

1693.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[qingczha's solution](#)

1694.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qingczha's solution](#)

1695.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[qingczha's solution](#)

1696.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[qingczha's solution](#)

1697.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[qingczha's solution](#)

1698.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[qingczha's solution](#)

1699.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[qingczha's solution](#)

1700.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[qingczha's solution](#)

1701.

1277F

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

Rating: 2300 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math
[qingczha's solution](#)

1702.

845G

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

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[qingczha's solution](#)

1703.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[qingczha's solution](#)

1704.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers
[qingczha's solution](#)

1705.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory
[qingczha's solution](#)

1706.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[qingczha's solution](#)

1707.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[qingczha's solution](#)

1708.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[qingczha's solution](#)

1709.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices
[qingczha's solution](#)

1710.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[qingczha's solution](#)

1711.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[qingczha's solution](#)

1712.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2018-07-15 · last AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[qingczha's solution](#)

1713.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[qingczha's solution](#)

1714.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[qingczha's solution](#)

1715.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[qingczha's solution](#)

1716.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[qingczha's solution](#)

1717.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2018-01-17 · last AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[qingczha's solution](#)

1718.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[qingczha's solution](#)

1719.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[qingczha's solution](#)

1720.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2018-01-15 · last AC: 2018-01-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[qingczha's solution](#)

1721.

915E

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

Quality: 5,571 global accepts · Rating: 2300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[qingczha's solution](#)

1722.

902E

[Bipartite Segments](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs

[qingczha's solution](#)

1723.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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1724.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[qingczha's solution](#)

1725.

772C

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

Quality: 1,451 global accepts · Rating: 2300 · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[qingczha's solution](#)

1726.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[qingczha's solution](#)

1727.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[qingczha's solution](#)

1728.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[qingczha's solution](#)

1729.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[qingczha's solution](#)

1730.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-12-25 · C++14 (GCC 6-32) (first AC) · Tags: trees

[qingczha's solution](#)

1731.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[qingczha's solution](#)

1732.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2016-12-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[qingczha's solution](#)

1733.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[qingczha's solution](#)

1734.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2016-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[qingczha's solution](#)

1735.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing

[qingczha's solution](#)

1736.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[qingczha's solution](#)

1737.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[qingczha's solution](#)

1738.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2016-10-20 · last AC: 2016-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[qingczha's solution](#)

1739.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[qingczha's solution](#)

1740.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2016-10-21 · last AC: 2016-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[qingczha's solution](#)

1741.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2016-10-18 · last AC: 2016-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1742.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[qingczha's solution](#)

1743.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2016-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[qingczha's solution](#)

1744.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2016-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1745.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft

[qingczha's solution](#)

1746.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2016-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[qingczha's solution](#)

1747.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[qingczha's solution](#)

1748.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2016-09-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[qingczha's solution](#)

1749.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2016-09-14 · last AC: 2016-09-14 · GNU C++11 (first AC) · Tags: dp, sortings

[qingczha's solution](#)

1750.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2016-08-30 · last AC: 2016-08-31 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[qingczha's solution](#)

1751.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[qingczha's solution](#)

1752.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 2300 · first AC: 2016-08-05 · last AC: 2016-08-05 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[qingczha's solution](#)

1753.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[qingczha's solution](#)

1754.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2016-06-02 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, shortest paths

[qingczha's solution](#)

1755.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[qingczha's solution](#)

1756.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[qingczha's solution](#)

1757.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-10-16 · last AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[qingczha's solution](#)

1758.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[qingczha's solution](#)

1759.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[qingczha's solution](#)

1760.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[qingczha's solution](#)

1761.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[qingczha's solution](#)

1762.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[qingczha's solution](#)

1763.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qingczha's solution](#)

1764.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[qingczha's solution](#)

1765.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[qingczha's solution](#)

1766.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[qingczha's solution](#)

1767.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[qingczha's solution](#)

1768.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[qingczha's solution](#)

1769.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[qingczha's solution](#)

1770.

1261D2

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

Rating: 2400 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[qingczha's solution](#)

1771.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[qingczha's solution](#)

1772.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[qingczha's solution](#)

1773.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[qingczha's solution](#)

1774.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[qingczha's solution](#)

1775.

1074D

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

Rating: 2400 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[qingczha's solution](#)

1776.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-06-12 · last AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[qingczha's solution](#)

1777.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[qingczha's solution](#)

1778.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[qingczha's solution](#)

1779.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[qingczha's solution](#)

1780.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[qingczha's solution](#)

1781.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[qingczha's solution](#)

1782.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[qingczha's solution](#)

1783.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
[qingczha's solution](#)

1784.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[qingczha's solution](#)

1785.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[qingczha's solution](#)

1786.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
[qingczha's solution](#)

1787.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[qingczha's solution](#)

1788.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices
[qingczha's solution](#)

1789.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: strings
[qingczha's solution](#)

1790.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings
[qingczha's solution](#)

1791.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[qingczha's solution](#)

1792.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math
[qingczha's solution](#)

1793.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[qingczha's solution](#)**1794.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[qingczha's solution](#)**1795.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[qingczha's solution](#)**1796.**

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[qingczha's solution](#)**1797.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[qingczha's solution](#)**1798.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[qingczha's solution](#)**1799.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[qingczha's solution](#)**1800.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[qingczha's solution](#)**1801.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[qingczha's solution](#)**1802.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[qingczha's solution](#)

1803.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[qingczha's solution](#)

1804.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[qingczha's solution](#)

1805.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[qingczha's solution](#)

1806.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-05-16 · last AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[qingczha's solution](#)

1807.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[qingczha's solution](#)

1808.

760F

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-30 · last AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

1809.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[qingczha's solution](#)

1810.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2016-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[qingczha's solution](#)

1811.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1812.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2016-11-02 · last AC: 2016-11-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[qingczha's solution](#)

1813.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 2400 · first AC: 2016-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[qingczha's solution](#)

1814.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2016-10-13 · last AC: 2016-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory

[qingczha's solution](#)

1815.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: data structures

[qingczha's solution](#)

1816.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2016-05-26 · GNU C++11 (first AC) · Tags: math

[qingczha's solution](#)

1817.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[qingczha's solution](#)

1818.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2016-01-26 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[qingczha's solution](#)

1819.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[qingczha's solution](#)

1820.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-07 · last AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[qingczha's solution](#)

1821.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[qingczha's solution](#)

1822.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[qingczha's solution](#)

1823.

1956E1

[Nene vs. Monsters \(Easy Version\) · Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[qingczha's solution](#)

1824.

1731F

[Function Sum · Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[qingczha's solution](#)

1825.

1418G

[Three Occurrences · Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[qingczha's solution](#)

1826.

1716E

[Swap and Maximum Block · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp
[qingczha's solution](#)

1827.

1508C

[Complete the MST · Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[qingczha's solution](#)

1828.

1498F

[Christmas Game · Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[qingczha's solution](#)

1829.

840C

[On the Bench · Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[qingczha's solution](#)

1830.

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[qingczha's solution](#)

1831.

1354F

[Summoning Minions · Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
[qingczha's solution](#)

1832.

1313D

[Happy New Year · Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation
[qingczha's solution](#)

1833.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[qingczha's solution](#)

1834.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[qingczha's solution](#)

1835.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[qingczha's solution](#)

1836.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[qingczha's solution](#)

1837.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[qingczha's solution](#)

1838.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[qingczha's solution](#)

1839.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[qingczha's solution](#)

1840.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1841.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qingczha's solution](#)

1842.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1843.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[qingczha's solution](#)

1844.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[qingczha's solution](#)

1845.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[qingczha's solution](#)

1846.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive
[qingczha's solution](#)

1847.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices
[qingczha's solution](#)

1848.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[qingczha's solution](#)

1849.

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[qingczha's solution](#)

1850.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[qingczha's solution](#)

1851.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games
[qingczha's solution](#)

1852.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[qingczha's solution](#)

1853.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2016-11-15 · last AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[qingczha's solution](#)

1854.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2016-11-07 · last AC: 2016-11-07 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[qingczha's solution](#)

1855.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[qingczha's solution](#)

1856.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, probabilities, trees

[qingczha's solution](#)

1857.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-12 · GNU C++11 (first AC) · Tags: data structures, implementation

[qingczha's solution](#)

1858.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-15 · last AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings

[qingczha's solution](#)

1859.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[qingczha's solution](#)

1860.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[qingczha's solution](#)

1861.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[qingczha's solution](#)

1862.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[qingczha's solution](#)

1863.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-25 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[qingczha's solution](#)

1864.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[qingczha's solution](#)

1865.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[qingczha's solution](#)

1866.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2018-11-18 · last AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[qingczha's solution](#)

1867.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-15 · last AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[qingczha's solution](#)

1868.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[qingczha's solution](#)

1869.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[qingczha's solution](#)

1870.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[qingczha's solution](#)

1871.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[qingczha's solution](#)

1872.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-11-17 · last AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[qingczha's solution](#)

1873.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[qingczha's solution](#)

1874.

742E

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 2600 · first AC: 2016-12-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[qingczha's solution](#)

1875.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[qingczha's solution](#)

1876.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing
[qingczha's solution](#)

1877.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp
[qingczha's solution](#)

1878.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[qingczha's solution](#)

1879.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2016-08-16 · GNU C++11 (first AC) · Tags: greedy
[qingczha's solution](#)

1880.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[qingczha's solution](#)

1881.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[qingczha's solution](#)

1882.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
[qingczha's solution](#)

1883.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation
[qingczha's solution](#)

1884.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[qingczha's solution](#)

1885.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[qingczha's solution](#)

1886.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[qingczha's solution](#)

1887.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[qingczha's solution](#)

1888.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, geometry, graphs

[qingczha's solution](#)

1889.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[qingczha's solution](#)

1890.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[qingczha's solution](#)

1891.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[qingczha's solution](#)

1892.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[qingczha's solution](#)

1893.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-13 · last AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[qingczha's solution](#)

1894.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[qingczha's solution](#)

1895.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, number theory

[qingczha's solution](#)

1896.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[qingczha's solution](#)

1897.

834E

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

1898.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[qingczha's solution](#)

1899.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[qingczha's solution](#)

1900.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2016-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1901.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: bitmasks, math

[qingczha's solution](#)

1902.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[qingczha's solution](#)

1903.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[qingczha's solution](#)

1904.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[qingczha's solution](#)

1905.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[qingczha's solution](#)

1906.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[qingczha's solution](#)

1907.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,628 global accepts · Rating: 2800 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qingczha's solution](#)

1908.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[qingczha's solution](#)

1909.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[qingczha's solution](#)

1910.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[qingczha's solution](#)

1911.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[qingczha's solution](#)

1912.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1913.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-30 · last AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[qingczha's solution](#)

1914.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2023-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[qingczha's solution](#)

1915.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[qingczha's solution](#)

1916.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[qingczha's solution](#)

1917.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-10-25 · last AC: 2020-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[qingczha's solution](#)

1918.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2019-06-12 · last AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[qingczha's solution](#)

1919.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[qingczha's solution](#)

1920.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2900 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[qingczha's solution](#)

1921.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[qingczha's solution](#)

1922.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2016-12-01 · Python 3 (first AC) · Tags: chinese remainder theorem, math, number theory

[qingczha's solution](#)

1923.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: strings

[qingczha's solution](#)

1924.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[qingczha's solution](#)

1925.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[qingczha's solution](#)

1926.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[qingczha's solution](#)

1927.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[qingczha's solution](#)

1928.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[qingczha's solution](#)

1929.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[qingczha's solution](#)

1930.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qingczha's solution](#)

1931.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[qingczha's solution](#)

1932.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2017-09-19 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[qingczha's solution](#)

1933.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[qingczha's solution](#)

1934.

105390D

[String From Another World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qingczha's solution](#)

1935.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[qingczha's solution](#)

1936.

undefined511

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1937.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1938.

undefined499

[Greatest Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1939.

undefined286

[Ancient decoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1940.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1941.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1942.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[qingczha's solution](#)

1943.

undefined403

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

Rating: — · first AC: 2020-05-11 · PyPy 3 (first AC) · Tags: *special
[qingczha's solution](#)

1944.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · last AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1945.

102346K

[Keep Calm and Sell Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1946.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1947.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1948.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1949.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1950.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1951.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1952.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1953.

102249A

[Leapfrog: Ch. 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1954.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1955.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1956.

102007D

[Driver Disagreement](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1957.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1958.

101883B

[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1959.

101883A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1960.

101883C

[Pig Latin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1961.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: *special
[qingczha's solution](#)

1962.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1963.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1964.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1965.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1966.

101968J

[Restricted Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1967.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1968.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1969.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1970.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1971.

101431B

[Vera and Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1972.

101177H

[Hilbert's Hash Browns](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[qingczha's solution](#)

1973.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1974.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —
[qingczha's solution](#)

1975.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —
[qingczha's solution](#)

1976.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —
[qingczha's solution](#)

1977.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1978.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-08 · last AC: 2017-12-11 · Python 3 (first AC) · Tags: —
[qingczha's solution](#)

1979.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1980.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1981.

101522D

[Distribution of Days](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1982.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1983.

101522B

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1984.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1985.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1986.

101522G

[Gravitational Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1987.

101522F

[Frustrating Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1988.

101518D

[Baby's Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1989.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · GNU C++11 (first AC) · Tags: —
[qingczha's solution](#)

1990.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1991.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1992.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1993.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1994.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1995.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1996.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1997.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · last AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1998.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

1999.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

2000.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[qingczha's solution](#)

2001.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

2002.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2003.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2004.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

2005.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2006.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2007.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · Python 3 (first AC) · Tags: —

[qingczha's solution](#)

2008.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · Python 3 (first AC) · Tags: —

[qingczha's solution](#)

2009.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

2010.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2011.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[qingczha's solution](#)

2012.

399B

[Red and Blue Balls](#) · [Tutorial](#)

Quality: 1,883 global accepts · Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2013.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[qingczha's solution](#)

2014.

101081H

[Warsaw University](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2015.

100643B

[Chain of Fools](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)

2016.

100643C

[Condorcet Winners](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · last AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[qingczha's solution](#)