

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — qkm66666

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

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

Filters: none

Count: 1,191

1.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[qkm66666's solution](#)

2.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[qkm66666's solution](#)

3.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qkm66666's solution](#)

4.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[qkm66666's solution](#)

5.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

6.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qkm66666's solution](#)

7.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,477 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[qkm66666's solution](#)

8.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

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9.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**10.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

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**11.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: greedy, strings

[qkm66666's solution](#)

**12.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**13.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**14.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**15.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**16.**

1991A

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Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**17.**

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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**18.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**19.**

1987A

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Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**20.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math

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**21.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[qkm66666's solution](#)

**22.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**23.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**24.**

1979A

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

Quality: 31,792 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

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**25.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[qkm66666's solution](#)

**26.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**27.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,901 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qkm66666's solution](#)

**28.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**29.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qkm66666's solution](#)

**30.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[qkm66666's solution](#)

**31.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[qkm66666's solution](#)

**32.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[qkm66666's solution](#)

**33.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[qkm66666's solution](#)

**34.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qkm66666's solution](#)

**35.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings  
[qkm66666's solution](#)

**36.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[qkm66666's solution](#)

**37.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
[qkm66666's solution](#)

**38.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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**39.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math  
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**40.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[qkm66666's solution](#)

**41.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation  
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- 42.**  
1915B  
[Not Quite Latin Square](#) · [Tutorial](#)  
Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
[qkm66666's solution](#)
- 43.**  
1915A  
[Odd One Out](#) · [Tutorial](#)  
Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation  
[qkm66666's solution](#)
- 44.**  
1909A  
[Distinct Buttons](#) · [Tutorial](#)  
Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[qkm66666's solution](#)
- 45.**  
1902A  
[Binary Imbalance](#) · [Tutorial](#)  
Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)
- 46.**  
1914B  
[Preparing for the Contest](#) · [Tutorial](#)  
Quality: 33,225 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)
- 47.**  
1914A  
[Problemsolving Log](#) · [Tutorial](#)  
Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)
- 48.**  
1903A  
[Halloumi Boxes](#) · [Tutorial](#)  
Quality: 79,612 global accepts · Rating: 800 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[qkm66666's solution](#)
- 49.**  
1896A  
[Jagged Swaps](#) · [Tutorial](#)  
Quality: 57,320 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[qkm66666's solution](#)
- 50.**  
1890B  
[Qingshan Loves Strings](#) · [Tutorial](#)  
Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[qkm66666's solution](#)
- 51.**  
1890A  
[Doremy's Paint 3](#) · [Tutorial](#)  
Quality: 57,095 global accepts · Rating: 800 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)
- 52.**  
1881A  
[Don't Try to Count](#) · [Tutorial](#)  
Quality: 59,306 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[qkm66666's solution](#)

**53.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,330 global accepts · Rating: 800 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[qkm66666's solution](#)

**54.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,217 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)

**55.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,657 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qkm66666's solution](#)

**56.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,987 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[qkm66666's solution](#)

**57.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,392 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[qkm66666's solution](#)

**58.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
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**59.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers  
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**60.**

1867A

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Quality: 21,143 global accepts · Rating: 800 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
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**61.**

1047A

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

Quality: 21,285 global accepts · Rating: 800 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**62.**

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
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**63.**

1810A

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Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[qkm66666's solution](#)

- 64.**  
1634A  
[Reverse and Concatenate](#) · [Tutorial](#)  
Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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- 65.**  
1605A  
[A.M. Deviation](#) · [Tutorial](#)  
Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[qkm66666's solution](#)
- 66.**  
1513A  
[Array and Peaks](#) · [Tutorial](#)  
Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[qkm66666's solution](#)
- 67.**  
1592A  
[Gamer Hemose](#) · [Tutorial](#)  
Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings  
[qkm66666's solution](#)
- 68.**  
1574A  
[Regular Bracket Sequences](#) · [Tutorial](#)  
Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)
- 69.**  
1567A  
[Domino Disaster](#) · [Tutorial](#)  
Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)
- 70.**  
1422A  
[Fence](#) · [Tutorial](#)  
Quality: 21,866 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[qkm66666's solution](#)
- 71.**  
1300A  
[Non-zero](#) · [Tutorial](#)  
Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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- 72.**  
1451A  
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Quality: 25,281 global accepts · Rating: 800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[qkm66666's solution](#)
- 73.**  
1556A  
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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math  
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- 74.**  
1534A  
[Colour the Flag](#) · [Tutorial](#)  
Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
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**75.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**76.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**77.**

1345A

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Quality: 24,827 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[qkm66666's solution](#)

**78.**

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[qkm66666's solution](#)

**79.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[qkm66666's solution](#)

**80.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)

**81.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings  
[qkm66666's solution](#)

**82.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**83.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qkm66666's solution](#)

**84.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[qkm66666's solution](#)

**85.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[qkm66666's solution](#)

**86.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[qkm66666's solution](#)

**87.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**88.**

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)

**89.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)

**90.**

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**91.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings  
[qkm66666's solution](#)

**92.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**93.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**94.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, strings  
[qkm66666's solution](#)

**95.**

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**96.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**97.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math  
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**98.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: implementation  
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**99.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms  
[qkm66666's solution](#)

**100.**

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, math  
[qkm66666's solution](#)

**101.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[qkm66666's solution](#)

**102.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[qkm66666's solution](#)

**103.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**104.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 800 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: implementation  
[qkm66666's solution](#)

**105.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math, number theory  
[qkm66666's solution](#)

**106.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[qkm66666's solution](#)

**107.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,454 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation  
[qkm66666's solution](#)

**108.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, math  
[qkm66666's solution](#)

**109.**

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[qkm66666's solution](#)

**110.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[qkm66666's solution](#)

**111.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[qkm66666's solution](#)

**112.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
[qkm66666's solution](#)

**113.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[qkm66666's solution](#)

**114.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: math, probabilities  
[qkm66666's solution](#)

**115.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)

**116.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**117.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**118.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[qkm66666's solution](#)

**119.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**120.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings  
[qkm66666's solution](#)

**121.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: greedy  
[qkm66666's solution](#)

**122.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy  
[qkm66666's solution](#)

**123.**

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings  
[qkm66666's solution](#)

**124.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: greedy, strings  
[qkm66666's solution](#)

**125.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: math, sortings  
[qkm66666's solution](#)

**126.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[qkm66666's solution](#)

**127.**

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**128.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**129.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-13 · last AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
[qkm66666's solution](#)

**130.**

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qkm66666's solution](#)

**131.**

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**132.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[qkm66666's solution](#)

**133.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[qkm66666's solution](#)

**134.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[qkm66666's solution](#)

**135.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**136.**

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[qkm66666's solution](#)

**137.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[qkm66666's solution](#)

**138.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,705 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[qkm66666's solution](#)

**139.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,640 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math

[qkm66666's solution](#)

**140.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qkm66666's solution](#)

**141.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**142.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[qkm66666's solution](#)

**143.**

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**144.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qkm66666's solution](#)

**145.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[qkm66666's solution](#)

**146.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[qkm66666's solution](#)

**147.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[qkm66666's solution](#)

**148.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**149.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[qkm66666's solution](#)

**150.**

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**151.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**152.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: math, sortings

[qkm66666's solution](#)

**153.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**154.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[qkm66666's solution](#)

**155.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[qkm66666's solution](#)

**156.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**157.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 900 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**158.**

1471A

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

Quality: 38,204 global accepts · Rating: 900 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[qkm66666's solution](#)

**159.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**160.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[qkm66666's solution](#)

**161.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[qkm66666's solution](#)

**162.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**163.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, implementation

[qkm66666's solution](#)

**164.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: implementation, strings

[qkm66666's solution](#)

**165.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**166.**

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qkm66666's solution](#)

**167.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[qkm66666's solution](#)

**168.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[qkm66666's solution](#)

**169.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[qkm66666's solution](#)

**170.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[qkm66666's solution](#)

**171.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[qkm66666's solution](#)

**172.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[qkm66666's solution](#)

**173.**

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[qkm66666's solution](#)

**174.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[qkm66666's solution](#)

**175.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qkm66666's solution](#)

**176.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qkm66666's solution](#)

**177.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**178.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**179.**

1362A

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

Quality: 34,079 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qkm66666's solution](#)

**180.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,933 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[qkm66666's solution](#)

**181.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[qkm66666's solution](#)

**182.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[qkm66666's solution](#)

**183.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qkm66666's solution](#)

**184.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: implementation

[qkm66666's solution](#)

**185.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**186.**

1204A

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

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**187.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**188.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[qkm66666's solution](#)

**189.**

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**190.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**191.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**192.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qkm66666's solution](#)

**193.**

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[qkm66666's solution](#)

**194.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[qkm66666's solution](#)

**195.**

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: dp, greedy

[qkm66666's solution](#)

**196.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**197.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[qkm66666's solution](#)

**198.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[qkm66666's solution](#)

**199.**

1474B

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

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[qkm66666's solution](#)

**200.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[qkm66666's solution](#)

**201.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[qkm66666's solution](#)

**202.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: geometry, math

[qkm66666's solution](#)

**203.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: implementation

[qkm66666's solution](#)

**204.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[qkm66666's solution](#)

**205.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[qkm66666's solution](#)

**206.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qkm66666's solution](#)

**207.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qkm66666's solution](#)

**208.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qkm66666's solution](#)

**209.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[qkm66666's solution](#)

**210.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**211.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory

[qkm66666's solution](#)

**212.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[qkm66666's solution](#)

**213.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[qkm66666's solution](#)

**214.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[qkm66666's solution](#)

**215.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[qkm66666's solution](#)

**216.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy  
[qkm66666's solution](#)

**217.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**218.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[qkm66666's solution](#)

**219.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[qkm66666's solution](#)

**220.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[qkm66666's solution](#)

**221.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[qkm66666's solution](#)

**222.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[qkm66666's solution](#)

**223.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[qkm66666's solution](#)

**224.**

1345B

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

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math  
[qkm66666's solution](#)

**225.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings  
[qkm66666's solution](#)

**226.**

1327A

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

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**227.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**228.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[qkm66666's solution](#)

**229.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[qkm66666's solution](#)

**230.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**231.**

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**232.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**233.**

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[qkm66666's solution](#)

**234.**

1529B

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

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[qkm66666's solution](#)

**235.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2021-05-24 · last AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[qkm66666's solution](#)

**236.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**237.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: binary search, math  
[qkm66666's solution](#)

**238.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**239.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)

**240.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[qkm66666's solution](#)

**241.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,398 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math  
[qkm66666's solution](#)

**242.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[qkm66666's solution](#)

**243.**

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math  
[qkm66666's solution](#)

**244.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[qkm66666's solution](#)

**245.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, implementation  
[qkm66666's solution](#)

**246.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy  
[qkm66666's solution](#)

**247.**

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[qkm66666's solution](#)

**248.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**249.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[qkm66666's solution](#)

**250.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)

**251.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[qkm66666's solution](#)

**252.**

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[qkm66666's solution](#)

**253.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[qkm66666's solution](#)

**254.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[qkm66666's solution](#)

**255.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[qkm66666's solution](#)

**256.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[qkm66666's solution](#)

**257.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[qkm66666's solution](#)

**258.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory  
[qkm66666's solution](#)

**259.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[qkm66666's solution](#)

**260.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[qkm66666's solution](#)

**261.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings  
[qkm66666's solution](#)

**262.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[qkm66666's solution](#)

**263.**

1909B

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

Quality: 30,958 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[qkm66666's solution](#)

**264.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,087 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[qkm66666's solution](#)

**265.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[qkm66666's solution](#)

**266.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[qkm66666's solution](#)

**267.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2019-08-04 · last AC: 2023-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[qkm66666's solution](#)

**268.**

483C

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

Rating: 1200 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[qkm66666's solution](#)

**269.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[qkm66666's solution](#)

**270.**

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[qkm66666's solution](#)

**271.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[qkm66666's solution](#)

**272.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[qkm66666's solution](#)

**273.**

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**274.**

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[qkm66666's solution](#)

**275.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[qkm66666's solution](#)

**276.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[qkm66666's solution](#)

**277.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[qkm66666's solution](#)

**278.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[qkm66666's solution](#)

**279.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**280.**

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qkm66666's solution](#)

**281.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: bitmasks, math

[qkm66666's solution](#)

**282.**

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[qkm66666's solution](#)

**283.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[qkm66666's solution](#)

**284.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,473 global accepts · Rating: 1200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[qkm66666's solution](#)

**285.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 1200 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**286.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**287.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**288.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[qkm66666's solution](#)

**289.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[qkm66666's solution](#)

**290.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[qkm66666's solution](#)

**291.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[qkm66666's solution](#)

**292.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[qkm66666's solution](#)

**293.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: math  
[qkm66666's solution](#)

**294.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[qkm66666's solution](#)

**295.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)

**296.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy  
[qkm66666's solution](#)

**297.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[qkm66666's solution](#)

**298.**

2041A

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

Quality: 11,291 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[qkm66666's solution](#)

**299.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[qkm66666's solution](#)

**300.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[qkm66666's solution](#)

**301.**

1984C1

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

Quality: 20,152 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[qkm66666's solution](#)

**302.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[qkm66666's solution](#)

**303.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,478 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[qkm66666's solution](#)

**304.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,626 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[qkm66666's solution](#)

**305.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,520 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[qkm66666's solution](#)

**306.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[qkm66666's solution](#)

**307.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[qkm66666's solution](#)

**308.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[qkm66666's solution](#)

**309.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[qkm66666's solution](#)

**310.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[qkm66666's solution](#)

**311.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings,

ternary search

[qkm66666's solution](#)

**312.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[qkm66666's solution](#)

**313.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[qkm66666's solution](#)

**314.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qkm66666's solution](#)

**315.**

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[qkm66666's solution](#)

**316.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[qkm66666's solution](#)

**317.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: implementation, two pointers

[qkm66666's solution](#)

**318.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[qkm66666's solution](#)

**319.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[qkm66666's solution](#)

**320.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[qkm66666's solution](#)

**321.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[qkm66666's solution](#)

**322.**

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[qkm66666's solution](#)

**323.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dp, math

[qkm66666's solution](#)

**324.**

1471C

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

Rating: 1300 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[qkm66666's solution](#)

**325.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[qkm66666's solution](#)

**326.**

600B

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

Quality: 39,161 global accepts · Rating: 1300 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[qkm66666's solution](#)

**327.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[qkm66666's solution](#)

**328.**

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[qkm66666's solution](#)

**329.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[qkm66666's solution](#)

**330.**

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qkm66666's solution](#)

**331.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[qkm66666's solution](#)

**332.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[qkm66666's solution](#)

**333.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[qkm66666's solution](#)

**334.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[qkm66666's solution](#)

**335.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[qkm66666's solution](#)

**336.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[qkm66666's solution](#)

**337.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[qkm66666's solution](#)

**338.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[qkm66666's solution](#)

**339.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**340.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[qkm66666's solution](#)

**341.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[qkm66666's solution](#)

**342.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qkm66666's solution](#)

**343.**

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[qkm66666's solution](#)

**344.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**345.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[qkm66666's solution](#)

**346.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[qkm66666's solution](#)

**347.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**348.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[qkm66666's solution](#)

**349.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[qkm66666's solution](#)

**350.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[qkm66666's solution](#)

**351.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[qkm66666's solution](#)

**352.**

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

strings

[qkm66666's solution](#)

**353.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[qkm66666's solution](#)

**354.**

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[qkm66666's solution](#)

**355.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[qkm66666's solution](#)

**356.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[qkm66666's solution](#)

**357.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[qkm66666's solution](#)

**358.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[qkm66666's solution](#)

**359.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[qkm66666's solution](#)

**360.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: implementation, math

[qkm66666's solution](#)

**361.**

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qkm66666's solution](#)

**362.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[qkm66666's solution](#)

**363.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[qkm66666's solution](#)

**364.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings  
[qkm66666's solution](#)

**365.**

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: dp, implementation  
[qkm66666's solution](#)

**366.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[qkm66666's solution](#)

**367.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[qkm66666's solution](#)

**368.**

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: greedy, math  
[qkm66666's solution](#)

**369.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[qkm66666's solution](#)

**370.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings  
[qkm66666's solution](#)

**371.**

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy  
[qkm66666's solution](#)

**372.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[qkm66666's solution](#)

**373.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[qkm66666's solution](#)

**374.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[qkm66666's solution](#)

**375.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qkm66666's solution](#)

**376.**

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[qkm66666's solution](#)

**377.**

1355D

[Game With Array](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**378.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,234 global accepts · Rating: 1400 · first AC: 2019-08-05 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[qkm66666's solution](#)

**379.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qkm66666's solution](#)

**380.**

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[qkm66666's solution](#)

**381.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**382.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[qkm66666's solution](#)

**383.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[qkm66666's solution](#)

**384.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[qkm66666's solution](#)

**385.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,624 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[qkm66666's solution](#)

**386.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[qkm66666's solution](#)

**387.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**388.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[qkm66666's solution](#)

**389.**

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qkm66666's solution](#)

**390.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[qkm66666's solution](#)

**391.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**392.**

1630A

[And Matching](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**393.**

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[qkm66666's solution](#)

**394.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,639 global accepts · Rating: 1500 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**395.**

1300C

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

Rating: 1500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**396.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**397.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[qkm66666's solution](#)

**398.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qkm66666's solution](#)

**399.**

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[qkm66666's solution](#)

**400.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[qkm66666's solution](#)

**401.**

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[qkm66666's solution](#)

**402.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[qkm66666's solution](#)

**403.**

1405C

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

Rating: 1500 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[qkm66666's solution](#)

**404.**

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[qkm66666's solution](#)

**405.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[qkm66666's solution](#)

**406.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[qkm66666's solution](#)

**407.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[qkm66666's solution](#)

**408.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[qkm66666's solution](#)

**409.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[qkm66666's solution](#)

**410.**

1417C

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

Rating: 1500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: data structures

[qkm66666's solution](#)

**411.**

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[qkm66666's solution](#)

**412.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[qkm66666's solution](#)

**413.**

1440C1

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

Rating: 1500 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**414.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[qkm66666's solution](#)

**415.**

1486B

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

Quality: 20,482 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[qkm66666's solution](#)

**416.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**417.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[qkm66666's solution](#)

**418.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[qkm66666's solution](#)

**419.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[qkm66666's solution](#)

**420.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,465 global accepts · Rating: 1500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**421.**

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[qkm66666's solution](#)

**422.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[qkm66666's solution](#)

**423.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[qkm66666's solution](#)

**424.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[qkm66666's solution](#)

**425.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[qkm66666's solution](#)

**426.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[qkm66666's solution](#)

**427.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[qkm66666's solution](#)

**428.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[qkm66666's solution](#)

**429.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[qkm66666's solution](#)

**430.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[qkm66666's solution](#)

**431.**

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[qkm66666's solution](#)

**432.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[qkm66666's solution](#)

**433.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation,

math

[qkm66666's solution](#)

**434.**

1886C

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

Quality: 16,597 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qkm66666's solution](#)

**435.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[qkm66666's solution](#)

**436.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[qkm66666's solution](#)

**437.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[qkm66666's solution](#)

**438.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[qkm66666's solution](#)

**439.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[qkm66666's solution](#)

**440.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qkm66666's solution](#)

**441.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: —

[qkm66666's solution](#)

**442.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**443.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: implementation, sortings

[qkm66666's solution](#)

**444.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[qkm66666's solution](#)

**445.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[qkm66666's solution](#)

**446.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[qkm66666's solution](#)

**447.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[qkm66666's solution](#)

**448.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[qkm66666's solution](#)

**449.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: math

[qkm66666's solution](#)

**450.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[qkm66666's solution](#)

**451.**

1397C

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

Rating: 1600 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[qkm66666's solution](#)

**452.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[qkm66666's solution](#)

**453.**

1529C

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

Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[qkm66666's solution](#)

**454.**

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[qkm66666's solution](#)

**455.**

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: binary search, interactive  
[qkm66666's solution](#)

**456.**

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp  
[qkm66666's solution](#)

**457.**

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[qkm66666's solution](#)

**458.**

1504C

[Balance the Bits · Tutorial](#)

Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[qkm66666's solution](#)

**459.**

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[qkm66666's solution](#)

**460.**

1459C

[Row GCD · Tutorial](#)

Rating: 1600 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[qkm66666's solution](#)

**461.**

1469C

[Building a Fence · Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers  
[qkm66666's solution](#)

**462.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[qkm66666's solution](#)

**463.**

1476C

[Longest Simple Cycle · Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[qkm66666's solution](#)

**464.**

1481C

[Fence Painting · Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
[qkm66666's solution](#)

**465.**

622C

[Not Equal on a Segment · Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[qkm66666's solution](#)

**466.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[qkm66666's solution](#)

**467.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[qkm66666's solution](#)

**468.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-12 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[qkm66666's solution](#)

**469.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[qkm66666's solution](#)

**470.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[qkm66666's solution](#)

**471.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · last AC: 2024-08-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[qkm66666's solution](#)

**472.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[qkm66666's solution](#)

**473.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[qkm66666's solution](#)

**474.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[qkm66666's solution](#)

**475.**

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[qkm66666's solution](#)

**476.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees  
[qkm66666's solution](#)

**477.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[qkm66666's solution](#)

**478.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[qkm66666's solution](#)

**479.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)

**480.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[qkm66666's solution](#)

**481.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
[qkm66666's solution](#)

**482.**

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[qkm66666's solution](#)

**483.**

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees  
[qkm66666's solution](#)

**484.**

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees  
[qkm66666's solution](#)

**485.**

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[qkm66666's solution](#)

**486.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math  
[qkm66666's solution](#)

**487.**

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[qkm66666's solution](#)

**488.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[qkm66666's solution](#)

**489.**

1592C

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

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees  
[qkm66666's solution](#)

**490.**

1362D

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

Rating: 1700 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings  
[qkm66666's solution](#)

**491.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[qkm66666's solution](#)

**492.**

1330D

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

Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[qkm66666's solution](#)

**493.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[qkm66666's solution](#)

**494.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math  
[qkm66666's solution](#)

**495.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math  
[qkm66666's solution](#)

**496.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
[qkm66666's solution](#)

**497.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
[qkm66666's solution](#)

**498.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[qkm66666's solution](#)

**499.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[qkm66666's solution](#)

**500.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation  
[qkm66666's solution](#)

**501.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math  
[qkm66666's solution](#)

**502.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: math, number theory  
[qkm66666's solution](#)

**503.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths  
[qkm66666's solution](#)

**504.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings  
[qkm66666's solution](#)

**505.**

1333C

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

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers  
[qkm66666's solution](#)

**506.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: games, math, number theory  
[qkm66666's solution](#)

**507.**

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: data structures, greedy, schedules  
[qkm66666's solution](#)

**508.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[qkm66666's solution](#)

**509.**

1529D

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

Rating: 1700 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory  
[qkm66666's solution](#)

**510.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: greedy, implementation  
[qkm66666's solution](#)

**511.**

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[qkm66666's solution](#)

**512.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees  
[qkm66666's solution](#)

**513.**

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive  
[qkm66666's solution](#)

**514.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[qkm66666's solution](#)

**515.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation  
[qkm66666's solution](#)

**516.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math,

number theory

[qkm66666's solution](#)

**517.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qkm66666's solution](#)

**518.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[qkm66666's solution](#)

**519.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[qkm66666's solution](#)

**520.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[qkm66666's solution](#)

**521.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[qkm66666's solution](#)

**522.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[qkm66666's solution](#)

**523.**

1478C

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

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[qkm66666's solution](#)

**524.**

1480C

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

Rating: 1700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, interactive, math, ternary search

[qkm66666's solution](#)

**525.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**526.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[qkm66666's solution](#)

**527.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[qkm66666's solution](#)

**528.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[qkm66666's solution](#)

**529.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[qkm66666's solution](#)

**530.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[qkm66666's solution](#)

**531.**

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-15 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[qkm66666's solution](#)

**532.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[qkm66666's solution](#)

**533.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[qkm66666's solution](#)

**534.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[qkm66666's solution](#)

**535.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[qkm66666's solution](#)

**536.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[qkm66666's solution](#)

**537.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[qkm66666's solution](#)

**538.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[qkm66666's solution](#)

**539.**

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qkm66666's solution](#)

**540.**

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[qkm66666's solution](#)

**541.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[qkm66666's solution](#)

**542.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[qkm66666's solution](#)

**543.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[qkm66666's solution](#)

**544.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[qkm66666's solution](#)

**545.**

1630B

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

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

[qkm66666's solution](#)

**546.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities

[qkm66666's solution](#)

**547.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)

**548.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees  
[qkm66666's solution](#)

**549.**

1330C

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

Rating: 1800 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[qkm66666's solution](#)

**550.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[qkm66666's solution](#)

**551.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[qkm66666's solution](#)

**552.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[qkm66666's solution](#)

**553.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees  
[qkm66666's solution](#)

**554.**

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: number theory  
[qkm66666's solution](#)

**555.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[qkm66666's solution](#)

**556.**

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings  
[qkm66666's solution](#)

**557.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[qkm66666's solution](#)

### 558.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[qkm66666's solution](#)

### 559.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[qkm66666's solution](#)

### 560.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[qkm66666's solution](#)

### 561.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[qkm66666's solution](#)

### 562.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[qkm66666's solution](#)

### 563.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2021-06-11 · last AC: 2021-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[qkm66666's solution](#)

### 564.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[qkm66666's solution](#)

### 565.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: implementation

[qkm66666's solution](#)

### 566.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[qkm66666's solution](#)

### 567.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[qkm66666's solution](#)

**568.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[qkm66666's solution](#)

**569.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[qkm66666's solution](#)

**570.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[qkm66666's solution](#)

**571.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[qkm66666's solution](#)

**572.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[qkm66666's solution](#)

**573.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[qkm66666's solution](#)

**574.**

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[qkm66666's solution](#)

**575.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[qkm66666's solution](#)

**576.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[qkm66666's solution](#)

**577.**

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**578.**

1970G1

[Min-Fund Prison \(Easy\) · Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[qkm66666's solution](#)

**579.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[qkm66666's solution](#)

**580.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[qkm66666's solution](#)

**581.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[qkm66666's solution](#)

**582.**

1977C

[Nikita and LCM · Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[qkm66666's solution](#)

**583.**

1955G

[GCD on a grid · Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[qkm66666's solution](#)

**584.**

1950G

[Shuffling Songs · Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[qkm66666's solution](#)

**585.**

1946D

[Birthday Gift · Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[qkm66666's solution](#)

**586.**

1945F

[Kirill and Mushrooms · Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[qkm66666's solution](#)

**587.**

1927F

[Microcycle · Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[qkm66666's solution](#)

**588.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[qkm66666's solution](#)

**589.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[qkm66666's solution](#)

**590.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qkm66666's solution](#)

**591.**

1909D

[Split Plus K](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**592.**

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[qkm66666's solution](#)

**593.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[qkm66666's solution](#)

**594.**

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[qkm66666's solution](#)

**595.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[qkm66666's solution](#)

**596.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[qkm66666's solution](#)

**597.**

477B

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

Rating: 1900 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[qkm66666's solution](#)

**598.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[qkm66666's solution](#)

**599.**

1362E

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

Rating: 1900 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[qkm66666's solution](#)

**600.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[qkm66666's solution](#)

**601.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[qkm66666's solution](#)

**602.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[qkm66666's solution](#)

**603.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[qkm66666's solution](#)

**604.**

1546D

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

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qkm66666's solution](#)

**605.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[qkm66666's solution](#)

**606.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[qkm66666's solution](#)

**607.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees  
[qkm66666's solution](#)

**608.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees  
[qkm66666's solution](#)

**609.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[qkm66666's solution](#)

**610.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers  
[qkm66666's solution](#)

**611.**

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers  
[qkm66666's solution](#)

**612.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees  
[qkm66666's solution](#)

**613.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths  
[qkm66666's solution](#)

**614.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[qkm66666's solution](#)

**615.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, games  
[qkm66666's solution](#)

**616.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities  
[qkm66666's solution](#)

**617.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: games

[qkm66666's solution](#)

**618.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[qkm66666's solution](#)

**619.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[qkm66666's solution](#)

**620.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[qkm66666's solution](#)

**621.**

1440C2

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

Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qkm66666's solution](#)

**622.**

1471D

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

Rating: 1900 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[qkm66666's solution](#)

**623.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**624.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[qkm66666's solution](#)

**625.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive

[qkm66666's solution](#)

**626.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[qkm66666's solution](#)

**627.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: data structures, greedy

[qkm66666's solution](#)

**628.**

1480D1

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

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

[qkm66666's solution](#)

**629.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[qkm66666's solution](#)

**630.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[qkm66666's solution](#)

**631.**

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[qkm66666's solution](#)

**632.**

2041M

[Selection Sort](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**633.**

2041C

[Cube](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**634.**

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[qkm66666's solution](#)

**635.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[qkm66666's solution](#)

**636.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[qkm66666's solution](#)

**637.**

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[qkm66666's solution](#)

**638.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**639.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[qkm66666's solution](#)

**640.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[qkm66666's solution](#)

**641.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qkm66666's solution](#)

**642.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[qkm66666's solution](#)

**643.**

1951D

[Buying Jewels](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**644.**

1951E

[No Palindromes](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**645.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[qkm66666's solution](#)

**646.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[qkm66666's solution](#)

**647.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[qkm66666's solution](#)

**648.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[qkm66666's solution](#)

**649.**

1349C

[Orac and Game of Life · Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[qkm66666's solution](#)

**650.**

1349B

[Orac and Medians · Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**651.**

1905D

[Cyclic MEX · Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[qkm66666's solution](#)

**652.**

1903E

[Geo Game · Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[qkm66666's solution](#)

**653.**

1881G

[Anya and the Mysterious String · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[qkm66666's solution](#)

**654.**

1634D

[Finding Zero · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[qkm66666's solution](#)

**655.**

1513D

[GCD and MST · Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[qkm66666's solution](#)

**656.**

1574D

[The Strongest Build · Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-25 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[qkm66666's solution](#)

**657.**

1567D

[Expression Evaluation Error · Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qkm66666's solution](#)

**658.**

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qkm66666's solution](#)

**659.**

1558C

[Bottom-Tier Reversals · Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**660.**

1345D

[Monopole Magnets · Tutorial](#)

Rating: 2000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[qkm66666's solution](#)

**661.**

468B

[Two Sets · Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[qkm66666's solution](#)

**662.**

1204D1

[Kirk and a Binary String \(easy version\) · Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[qkm66666's solution](#)

**663.**

1304E

[1-Trees and Queries · Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[qkm66666's solution](#)

**664.**

1301D

[Time to Run · Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[qkm66666's solution](#)

**665.**

1363E

[Tree Shuffling · Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[qkm66666's solution](#)

**666.**

1316D

[Nash Matrix · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2021-06-11 · last AC: 2021-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[qkm66666's solution](#)

**667.**

1536D

[Omkar and Medians · Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[qkm66666's solution](#)

**668.**

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp

[qkm66666's solution](#)

**669.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[qkm66666's solution](#)

**670.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-05-24 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[qkm66666's solution](#)

**671.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**672.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qkm66666's solution](#)

**673.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[qkm66666's solution](#)

**674.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[qkm66666's solution](#)

**675.**

1459D

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

Rating: 2000 · first AC: 2021-03-02 · last AC: 2021-03-04 · GNU C++11 (first AC) · Tags: brute force, dp

[qkm66666's solution](#)

**676.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[qkm66666's solution](#)

**677.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[qkm66666's solution](#)

**678.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[qkm66666's solution](#)

**679.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[qkm66666's solution](#)

**680.**

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[qkm66666's solution](#)

**681.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[qkm66666's solution](#)

**682.**

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation  
[qkm66666's solution](#)

**683.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory  
[qkm66666's solution](#)

**684.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths  
[qkm66666's solution](#)

**685.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math  
[qkm66666's solution](#)

**686.**

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths  
[qkm66666's solution](#)

**687.**

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[qkm66666's solution](#)

**688.**

1970B2

[Exact Neighbours \(Medium\) · Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[qkm66666's solution](#)

**689.**

1418D

[Trash Problem · Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[qkm66666's solution](#)

**690.**

1389D

[Segment Intersections · Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[qkm66666's solution](#)

**691.**

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[qkm66666's solution](#)

**692.**

1942D

[Learning to Paint · Tutorial](#)

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

[qkm66666's solution](#)

**693.**

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[qkm66666's solution](#)

**694.**

1933F

[Turtle Mission: Robot and the Earthquake · Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[qkm66666's solution](#)

**695.**

1930D2

[Sum over all Substrings \(Hard Version\) · Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[qkm66666's solution](#)

**696.**

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[qkm66666's solution](#)

**697.**

1920E

[Counting Binary Strings · Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**698.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,569 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[qkm66666's solution](#)

**699.**

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[qkm66666's solution](#)

**700.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[qkm66666's solution](#)

**701.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[qkm66666's solution](#)

**702.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[qkm66666's solution](#)

**703.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[qkm66666's solution](#)

**704.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[qkm66666's solution](#)

**705.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[qkm66666's solution](#)

**706.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[qkm66666's solution](#)

**707.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[qkm66666's solution](#)

**708.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[qkm66666's solution](#)

**709.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[qkm66666's solution](#)

**710.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[qkm66666's solution](#)

**711.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[qkm66666's solution](#)

**712.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[qkm66666's solution](#)

**713.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[qkm66666's solution](#)

**714.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[qkm66666's solution](#)

**715.**

1435E

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, number theory, ternary search

[qkm66666's solution](#)

**716.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[qkm66666's solution](#)

**717.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[qkm66666's solution](#)

## 718.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[qkm66666's solution](#)

## 719.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qkm66666's solution](#)

## 720.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math, ternary search

[qkm66666's solution](#)

## 721.

1393D

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-02-28 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[qkm66666's solution](#)

## 722.

1480D2

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

Rating: 2100 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[qkm66666's solution](#)

## 723.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[qkm66666's solution](#)

## 724.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[qkm66666's solution](#)

## 725.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[qkm66666's solution](#)

## 726.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[qkm66666's solution](#)

## 727.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[qkm66666's solution](#)

**728.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[qkm66666's solution](#)

**729.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[qkm66666's solution](#)

**730.**

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[qkm66666's solution](#)

**731.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[qkm66666's solution](#)

**732.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[qkm66666's solution](#)

**733.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[qkm66666's solution](#)

**734.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[qkm66666's solution](#)

**735.**

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[qkm66666's solution](#)

**736.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[qkm66666's solution](#)

**737.**

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[qkm66666's solution](#)

**738.**

1909F1

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

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

[qkm66666's solution](#)

**739.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[qkm66666's solution](#)

**740.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[qkm66666's solution](#)

**741.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[qkm66666's solution](#)

**742.**

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[qkm66666's solution](#)

**743.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[qkm66666's solution](#)

**744.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[qkm66666's solution](#)

**745.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-07-26 · last AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[qkm66666's solution](#)

**746.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[qkm66666's solution](#)

**747.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[qkm66666's solution](#)

**748.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[qkm66666's solution](#)

**749.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[qkm66666's solution](#)

**750.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[qkm66666's solution](#)

**751.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[qkm66666's solution](#)

**752.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[qkm66666's solution](#)

**753.**

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive

[qkm66666's solution](#)

**754.**

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: data structures, dp

[qkm66666's solution](#)

**755.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[qkm66666's solution](#)

**756.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[qkm66666's solution](#)

**757.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[qkm66666's solution](#)

**758.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[qkm66666's solution](#)

**759.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[qkm66666's solution](#)

**760.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[qkm66666's solution](#)

**761.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: bitmasks, dp

[qkm66666's solution](#)

**762.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[qkm66666's solution](#)

**763.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[qkm66666's solution](#)

**764.**

1520G

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

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[qkm66666's solution](#)

**765.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-05-15 · last AC: 2021-05-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[qkm66666's solution](#)

**766.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[qkm66666's solution](#)

**767.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**768.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[qkm66666's solution](#)

**769.**

1504E

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

Rating: 2200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[qkm66666's solution](#)

**770.**

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[qkm66666's solution](#)

**771.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**772.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[qkm66666's solution](#)

**773.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[qkm66666's solution](#)

**774.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[qkm66666's solution](#)

**775.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[qkm66666's solution](#)

**776.**

2041I

[Auto Complete](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**777.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[qkm66666's solution](#)

**778.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees  
[qkm66666's solution](#)

**779.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[qkm66666's solution](#)

**780.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees  
[qkm66666's solution](#)

**781.**

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[qkm66666's solution](#)

**782.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths  
[qkm66666's solution](#)

**783.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-15 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[qkm66666's solution](#)

**784.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings  
[qkm66666's solution](#)

**785.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · last AC: 2024-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[qkm66666's solution](#)

**786.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[qkm66666's solution](#)

**787.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · last AC: 2024-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[qkm66666's solution](#)

**788.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees

[qkm66666's solution](#)

**789.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[qkm66666's solution](#)

**790.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[qkm66666's solution](#)

**791.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[qkm66666's solution](#)

**792.**

1943C

[Tree Compass](#) · [Tutorial](#)

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

[qkm66666's solution](#)

**793.**

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[qkm66666's solution](#)

**794.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[qkm66666's solution](#)

**795.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[qkm66666's solution](#)

**796.**

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qkm66666's solution](#)

**797.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[qkm66666's solution](#)

**798.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[qkm66666's solution](#)

**799.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[qkm66666's solution](#)

**800.**

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[qkm66666's solution](#)

**801.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[qkm66666's solution](#)

**802.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[qkm66666's solution](#)

**803.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-12-28 · last AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[qkm66666's solution](#)

**804.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[qkm66666's solution](#)

**805.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[qkm66666's solution](#)

**806.**

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[qkm66666's solution](#)

**807.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-17 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[qkm66666's solution](#)

**808.**

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qkm66666's solution](#)

**809.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[qkm66666's solution](#)

**810.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qkm66666's solution](#)

**811.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[qkm66666's solution](#)

**812.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[qkm66666's solution](#)

**813.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-24 · last AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[qkm66666's solution](#)

**814.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-07-01 · last AC: 2021-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**815.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[qkm66666's solution](#)

**816.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[qkm66666's solution](#)

**817.**

1405E

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

Rating: 2300 · first AC: 2021-06-27 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[qkm66666's solution](#)

**818.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[qkm66666's solution](#)

**819.**

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: dp, greedy

[qkm66666's solution](#)

**820.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[qkm66666's solution](#)

**821.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qkm66666's solution](#)

**822.**

1529E

[Trees of Tranquillity](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qkm66666's solution](#)

**823.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[qkm66666's solution](#)

**824.**

1496E

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

Rating: 2300 · first AC: 2021-05-18 · last AC: 2021-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[qkm66666's solution](#)

**825.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[qkm66666's solution](#)

**826.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[qkm66666's solution](#)

**827.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[qkm66666's solution](#)

**828.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2021-01-07 · last AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[qkm66666's solution](#)

**829.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[qkm66666's solution](#)

**830.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[qkm66666's solution](#)

**831.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[qkm66666's solution](#)

**832.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[qkm66666's solution](#)

**833.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[qkm66666's solution](#)

**834.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[qkm66666's solution](#)

**835.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, number theory

[qkm66666's solution](#)

**836.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths  
[qkm66666's solution](#)

**837.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[qkm66666's solution](#)

**838.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers  
[qkm66666's solution](#)

**839.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[qkm66666's solution](#)

**840.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[qkm66666's solution](#)

**841.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices  
[qkm66666's solution](#)

**842.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[qkm66666's solution](#)

**843.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees  
[qkm66666's solution](#)

**844.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[qkm66666's solution](#)

**845.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[qkm66666's solution](#)

**846.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[qkm66666's solution](#)

**847.**

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math  
[qkm66666's solution](#)

**848.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs  
[qkm66666's solution](#)

**849.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[qkm66666's solution](#)

**850.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math  
[qkm66666's solution](#)

**851.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers  
[qkm66666's solution](#)

**852.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**853.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[qkm66666's solution](#)

**854.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures  
[qkm66666's solution](#)

**855.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings  
[qkm66666's solution](#)

**856.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qkm66666's solution](#)

**857.**

1330E

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

Quality: 2400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[qkm66666's solution](#)

**858.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[qkm66666's solution](#)

**859.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qkm66666's solution](#)

**860.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[qkm66666's solution](#)

**861.**

1138F

[Cooperative Game](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, interactive, math

[qkm66666's solution](#)

**862.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-06-26 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[qkm66666's solution](#)

**863.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qkm66666's solution](#)

**864.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[qkm66666's solution](#)

**865.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[qkm66666's solution](#)

**866.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[qkm66666's solution](#)

**867.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-22 · last AC: 2021-05-22 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[qkm66666's solution](#)

**868.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[qkm66666's solution](#)

**869.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[qkm66666's solution](#)

**870.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[qkm66666's solution](#)

**871.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[qkm66666's solution](#)

**872.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[qkm66666's solution](#)

**873.**

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2019-09-25 · GNU C++11 (first AC) · Tags: number theory

[qkm66666's solution](#)

**874.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[qkm66666's solution](#)

**875.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2025-08-05 · last AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[qkm66666's solution](#)

**876.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[qkm66666's solution](#)

**877.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[qkm66666's solution](#)

**878.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[qkm66666's solution](#)

**879.**

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[qkm66666's solution](#)

**880.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[qkm66666's solution](#)

**881.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[qkm66666's solution](#)

**882.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[qkm66666's solution](#)

**883.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[qkm66666's solution](#)

**884.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-06 · last AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qkm66666's solution](#)

**885.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[qkm66666's solution](#)

**886.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[qkm66666's solution](#)

**887.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[qkm66666's solution](#)

**888.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[qkm66666's solution](#)

**889.**

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qkm66666's solution](#)

**890.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**891.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-12-16 · last AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[qkm66666's solution](#)

**892.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[qkm66666's solution](#)

**893.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[qkm66666's solution](#)

**894.**

1877F

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

Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu

[qkm66666's solution](#)

**895.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[qkm66666's solution](#)

**896.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[qkm66666's solution](#)

**897.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[qkm66666's solution](#)

**898.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs  
[qkm66666's solution](#)

**899.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[qkm66666's solution](#)

**900.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs  
[qkm66666's solution](#)

**901.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings  
[qkm66666's solution](#)

**902.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[qkm66666's solution](#)

**903.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math  
[qkm66666's solution](#)

**904.**

1361C

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

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[qkm66666's solution](#)

**905.**

1362F

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

Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[qkm66666's solution](#)

**906.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[qkm66666's solution](#)

**907.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities  
[qkm66666's solution](#)

**908.**

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[qkm66666's solution](#)

**909.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings  
[qkm66666's solution](#)

**910.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[qkm66666's solution](#)

**911.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[qkm66666's solution](#)

**912.**

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings  
[qkm66666's solution](#)

**913.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers  
[qkm66666's solution](#)

**914.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[qkm66666's solution](#)

**915.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-08-07 · last AC: 2021-08-07 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[qkm66666's solution](#)

**916.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[qkm66666's solution](#)

**917.**

1138E

[Museums Tour](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[qkm66666's solution](#)

**918.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[qkm66666's solution](#)

**919.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[qkm66666's solution](#)

**920.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[qkm66666's solution](#)

**921.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-06-26 · last AC: 2021-06-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[qkm66666's solution](#)

**922.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp

[qkm66666's solution](#)

**923.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[qkm66666's solution](#)

**924.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-06-18 · last AC: 2021-06-18 · GNU C++11 (first AC) · Tags: dp, greedy

[qkm66666's solution](#)

**925.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[qkm66666's solution](#)

**926.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[qkm66666's solution](#)

**927.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**928.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[qkm66666's solution](#)

**929.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[qkm66666's solution](#)

**930.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[qkm66666's solution](#)

**931.**

2131H

[Sea, You & coprime](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[qkm66666's solution](#)

**932.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[qkm66666's solution](#)

**933.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[qkm66666's solution](#)

**934.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[qkm66666's solution](#)

**935.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics,

dp, math, matrices

[qkm66666's solution](#)

**936.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-25 · last AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[qkm66666's solution](#)

**937.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[qkm66666's solution](#)

**938.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[qkm66666's solution](#)

**939.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[qkm66666's solution](#)

**940.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qkm66666's solution](#)

**941.**

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[qkm66666's solution](#)

**942.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[qkm66666's solution](#)

**943.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[qkm66666's solution](#)

**944.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[qkm66666's solution](#)

**945.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer

[qkm66666's solution](#)

**946.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qkm66666's solution](#)

**947.**

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, trees

[qkm66666's solution](#)

**948.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[qkm66666's solution](#)

**949.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-29 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[qkm66666's solution](#)

**950.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[qkm66666's solution](#)

**951.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[qkm66666's solution](#)

**952.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qkm66666's solution](#)

**953.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[qkm66666's solution](#)

**954.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[qkm66666's solution](#)

**955.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[qkm66666's solution](#)

**956.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[qkm66666's solution](#)

**957.**

1345E

[Quantifier Question](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[qkm66666's solution](#)

**958.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[qkm66666's solution](#)

**959.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[qkm66666's solution](#)

**960.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-02 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[qkm66666's solution](#)

**961.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-06-27 · last AC: 2021-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[qkm66666's solution](#)

**962.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[qkm66666's solution](#)

**963.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[qkm66666's solution](#)

**964.**

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-06-25 · last AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dp, strings

[qkm66666's solution](#)

**965.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[qkm66666's solution](#)

**966.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[qkm66666's solution](#)

**967.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[qkm66666's solution](#)

**968.**

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[qkm66666's solution](#)

**969.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[qkm66666's solution](#)

**970.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[qkm66666's solution](#)

**971.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[qkm66666's solution](#)

**972.**

2028F

[Alice's Adventures in Addition](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[qkm66666's solution](#)

**973.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[qkm66666's solution](#)

**974.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qkm66666's solution](#)

**975.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[qkm66666's solution](#)

**976.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[qkm66666's solution](#)

**977.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**978.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[qkm66666's solution](#)

**979.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[qkm66666's solution](#)

**980.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[qkm66666's solution](#)

**981.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[qkm66666's solution](#)

**982.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[qkm66666's solution](#)

**983.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[qkm66666's solution](#)

**984.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[qkm66666's solution](#)

**985.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[qkm66666's solution](#)

**986.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[qkm66666's solution](#)

**987.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-09-01 · last AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[qkm66666's solution](#)

**988.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[qkm66666's solution](#)

**989.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[qkm66666's solution](#)

**990.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[qkm66666's solution](#)

**991.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-23 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: flows, math

[qkm66666's solution](#)

**992.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-12 · last AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[qkm66666's solution](#)

**993.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[qkm66666's solution](#)

**994.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[qkm66666's solution](#)

**995.**

1459E

[Latin Square](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[qkm66666's solution](#)

**996.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[qkm66666's solution](#)

**997.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[qkm66666's solution](#)

**998.**

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[qkm66666's solution](#)

**999.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[qkm66666's solution](#)

**1000.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[qkm66666's solution](#)

**1001.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[qkm66666's solution](#)

**1002.**

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[qkm66666's solution](#)

**1003.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[qkm66666's solution](#)

**1004.**

1853F

[Miriany and Matchstick](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[qkm66666's solution](#)

### 1005.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees

[qkm66666's solution](#)

### 1006.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[qkm66666's solution](#)

### 1007.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[qkm66666's solution](#)

### 1008.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[qkm66666's solution](#)

### 1009.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qkm66666's solution](#)

### 1010.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-03-04 · last AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[qkm66666's solution](#)

### 1011.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[qkm66666's solution](#)

### 1012.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[qkm66666's solution](#)

### 1013.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[qkm66666's solution](#)

### 1014.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[qkm66666's solution](#)

**1015.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive  
[qkm66666's solution](#)

**1016.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees  
[qkm66666's solution](#)

**1017.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive  
[qkm66666's solution](#)

**1018.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, matrices  
[qkm66666's solution](#)

**1019.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[qkm66666's solution](#)

**1020.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2022-01-25 · last AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[qkm66666's solution](#)

**1021.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[qkm66666's solution](#)

**1022.**

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees  
[qkm66666's solution](#)

**1023.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities  
[qkm66666's solution](#)

**1024.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[qkm66666's solution](#)

### 1025.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[qkm66666's solution](#)

### 1026.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[qkm66666's solution](#)

### 1027.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[qkm66666's solution](#)

### 1028.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2024-07-30 · last AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qkm66666's solution](#)

### 1029.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[qkm66666's solution](#)

### 1030.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[qkm66666's solution](#)

### 1031.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[qkm66666's solution](#)

### 1032.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[qkm66666's solution](#)

### 1033.

1890F

[Game of Stacks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[qkm66666's solution](#)

### 1034.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-03-04 · last AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[qkm66666's solution](#)

**1035.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[qkm66666's solution](#)

**1036.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, two pointers

[qkm66666's solution](#)

**1037.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[qkm66666's solution](#)

**1038.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[qkm66666's solution](#)

**1039.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[qkm66666's solution](#)

**1040.**

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[qkm66666's solution](#)

**1041.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[qkm66666's solution](#)

**1042.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-21 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[qkm66666's solution](#)

**1043.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[qkm66666's solution](#)

**1044.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

divide and conquer, fft, number theory

[qkm66666's solution](#)

**1045.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qkm66666's solution](#)

**1046.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qkm66666's solution](#)

**1047.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[qkm66666's solution](#)

**1048.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-07 · last AC: 2021-06-03 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[qkm66666's solution](#)

**1049.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[qkm66666's solution](#)

**1050.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[qkm66666's solution](#)

**1051.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-04-02 · last AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[qkm66666's solution](#)

**1052.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[qkm66666's solution](#)

**1053.**

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[qkm66666's solution](#)

**1054.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[qkm66666's solution](#)

### 1055.

1877G

[Ball-Stackable](#) · [Tutorial](#)

Rating: 3300 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[qkm66666's solution](#)

### 1056.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[qkm66666's solution](#)

### 1057.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[qkm66666's solution](#)

### 1058.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[qkm66666's solution](#)

### 1059.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-08-03 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[qkm66666's solution](#)

### 1060.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-08-02 · last AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[qkm66666's solution](#)

### 1061.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[qkm66666's solution](#)

### 1062.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[qkm66666's solution](#)

### 1063.

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[qkm66666's solution](#)

### 1064.

105578G

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1065.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1066.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1067.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1068.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1069.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1070.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1071.**

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1072.**

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1073.**

105401H

[Mosaic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1074.**

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1075.**

104366B

[Problem B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1076.**

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1077.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[qkm66666's solution](#)

**1078.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[qkm66666's solution](#)

**1079.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[qkm66666's solution](#)

**1080.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[qkm66666's solution](#)

**1081.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[qkm66666's solution](#)

**1082.**

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1083.**

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1084.**

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1085.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · last AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1086.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1087.**

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1088.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1089.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1090.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1091.**

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1092.**

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1093.**

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1094.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1095.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1096.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1097.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1098.**

103446D

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

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1099.**

104725J

[WYovalYG•ũÑ€](#)

Rating: — · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1100.**

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1101.**

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1102.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: \*special, constructive algorithms

[qkm66666's solution](#)

**1103.**

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[qkm66666's solution](#)

**1104.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dp, math

[qkm66666's solution](#)

**1105.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer, implementation, math

[qkm66666's solution](#)

**1106.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[qkm66666's solution](#)

**1107.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · PHP (first AC) · Tags: \*special, expression parsing, trees

[qkm66666's solution](#)

**1108.**

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[qkm66666's solution](#)

**1109.**

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1110.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · Python 3 (first AC) · Tags: —  
[qkm66666's solution](#)

**1111.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1112.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1113.**

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1114.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1115.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1116.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1117.**

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1118.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1119.**

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1120.**

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1121.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1122.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1123.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1124.**

103102I

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

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1125.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1126.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1127.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1128.**

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1129.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1130.**

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1131.**

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1132.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1133.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1134.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1135.**

103185B

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

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1136.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1137.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1138.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1139.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1140.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1141.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1142.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qkm66666's solution](#)

**1143.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1144.**

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1145.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1146.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · Python 3 (first AC) · Tags: —  
[qkm66666's solution](#)

**1147.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1148.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1149.**

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1150.**

102253L

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

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1151.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qkm66666's solution](#)

**1152.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: —  
[qkm66666's solution](#)

**1153.**

103069A

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

Rating: — · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: —

[qkm66666's solution](#)

**1154.**

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1155.**

102759B

[Cactus Competition](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —

[qkm66666's solution](#)

**1156.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1157.**

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: —

[qkm66666's solution](#)

**1158.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2021-03-28 · Python 3 (first AC) · Tags: \*special

[qkm66666's solution](#)

**1159.**

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1160.**

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1161.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1162.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[qkm66666's solution](#)

**1163.**

102341A

[Alakazam](#) · [Tutorial](#)

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