

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

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# Unique solved — qpEDop MuXauJloBu4

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

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

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Count: 893

1.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)

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2.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)

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3.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: [math](#), [sortings](#)

[qpEDop\\_MuXauJloBu4's solution](#)

4.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: [implementation](#)

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5.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[qpEDop\\_MuXauJloBu4's solution](#)

6.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#)

[qpEDop\\_MuXauJloBu4's solution](#)

7.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,917 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: [binary search](#), [constructive algorithms](#), [math](#)

[qpEDop\\_MuXauJloBu4's solution](#)

8.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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9.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)

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**10.**

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

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**11.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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**12.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**13.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: implementation, strings

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**14.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**15.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**16.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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**17.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**18.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,547 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math

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**19.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**20.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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- 21.**  
1592A  
[Gamer Hemose](#) · [Tutorial](#)  
Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)
- 22.**  
1579A  
[Casimir's String Solitaire](#) · [Tutorial](#)  
Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math, strings  
[qpEDop\\_MuXauJloBu4's solution](#)
- 23.**  
1573A  
[Countdown](#) · [Tutorial](#)  
Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qpEDop\\_MuXauJloBu4's solution](#)
- 24.**  
1560B  
[Who's Opposite?](#) · [Tutorial](#)  
Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-09-02 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)
- 25.**  
1574A  
[Regular Bracket Sequences](#) · [Tutorial](#)  
Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[qpEDop\\_MuXauJloBu4's solution](#)
- 26.**  
1567A  
[Domino Disaster](#) · [Tutorial](#)  
Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[qpEDop\\_MuXauJloBu4's solution](#)
- 27.**  
1566B  
[MIN-MEX Cut](#) · [Tutorial](#)  
Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)
- 28.**  
1566A  
[Median Maximization](#) · [Tutorial](#)  
Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)
- 29.**  
1556A  
[A Variety of Operations](#) · [Tutorial](#)  
Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)
- 30.**  
1569A  
[Balanced Substring](#) · [Tutorial](#)  
Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)
- 31.**  
1562A  
[The Miracle and the Sleeper](#) · [Tutorial](#)  
Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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- 32.**  
1561A  
[Simply Strange Sort](#) · [Tutorial](#)  
Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)
- 33.**  
1560C  
[Infinity Table](#) · [Tutorial](#)  
Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)
- 34.**  
1560A  
[Dislike of Threes](#) · [Tutorial](#)  
Quality: 73,515 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)
- 35.**  
1512B  
[Almost Rectangle](#) · [Tutorial](#)  
Quality: 26,529 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)
- 36.**  
1512A  
[Spy Detected!](#) · [Tutorial](#)  
Quality: 80,111 global accepts · Rating: 800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)
- 37.**  
1557A  
[Ezzat and Two Subsequences](#) · [Tutorial](#)  
Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)
- 38.**  
1549B  
[Gregor and the Pawn Game](#) · [Tutorial](#)  
Quality: 26,829 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)
- 39.**  
1549A  
[Gregor and Cryptography](#) · [Tutorial](#)  
Quality: 35,566 global accepts · Rating: 800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)
- 40.**  
1515A  
[Phoenix and Gold](#) · [Tutorial](#)  
Quality: 21,128 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)
- 41.**  
1541A  
[Pretty Permutations](#) · [Tutorial](#)  
Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
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- 42.**  
1554A  
[Cherry](#) · [Tutorial](#)  
Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**43.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

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**44.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**45.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,326 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**46.**

1551A

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

Quality: 58,361 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**47.**

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**48.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**49.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**50.**

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-19 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**51.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,637 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**52.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,635 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**53.**

1520A

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

Quality: 58,462 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**54.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**55.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,906 global accepts · Rating: 800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

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**56.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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**57.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,749 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**58.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**59.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**60.**

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**61.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**62.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**63.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**64.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**65.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,159 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**66.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**67.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**68.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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**69.**

1462A

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

Quality: 48,972 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**70.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**71.**

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**72.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**73.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**74.**

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**75.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,962 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**76.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,430 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**77.**

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**78.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**79.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**80.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,063 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**81.**

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**82.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,812 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**83.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,606 global accepts · Rating: 800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**84.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,592 global accepts · Rating: 800 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**85.**

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,347 global accepts · Rating: 800 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**86.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,262 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**87.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,189 global accepts · Rating: 800 · first AC: 2020-06-28 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**88.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,260 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**89.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**90.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,710 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**91.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,725 global accepts · Rating: 800 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**92.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**93.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-05-10 · MS C++ 2017 (first AC) · Tags: geometry, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**94.**

1352A

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

Quality: 104,146 global accepts · Rating: 800 · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**95.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**96.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**97.**

1348A

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

Quality: 42,853 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**98.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,146 global accepts · Rating: 800 · first AC: 2020-04-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**99.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,808 global accepts · Rating: 800 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**100.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,965 global accepts · Rating: 800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**101.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**102.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,208 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**103.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · MS C++ 2017 (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**104.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**105.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**106.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**107.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**108.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**109.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**110.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**111.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,302 global accepts · Rating: 800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)

**112.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**113.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)

**114.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)

**115.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**116.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,113 global accepts · Rating: 800 · first AC: 2019-11-10 · MS C++ 2017 (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**117.**

1030A

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

Quality: 171,481 global accepts · Rating: 800 · first AC: 2019-11-10 · MS C++ 2017 (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**118.**

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**119.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number

theory

[qpEDop\\_MuXauJloBu4's solution](#)

**120.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**121.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**122.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**123.**

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**124.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,488 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: strings

[qpEDop\\_MuXauJloBu4's solution](#)

**125.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**126.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,369 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[qpEDop\\_MuXauJloBu4's solution](#)

**127.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,654 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**128.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**129.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,593 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**130.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[qpEDop\\_MuXauJloBu4's solution](#)

**131.**

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**132.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**133.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**134.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,315 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**135.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,204 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**136.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**137.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**138.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**139.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**140.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**141.**

1374B

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

Quality: 71,591 global accepts · Rating: 900 · first AC: 2020-06-28 · MS C++ 2017 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**142.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,687 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[qpEDop\\_MuXauJloBu4's solution](#)

**143.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**144.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,395 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[qpEDop\\_MuXauJloBu4's solution](#)

**145.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**146.**

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**147.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**148.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**149.**

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**150.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**151.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**152.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**153.**

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**154.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**155.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,666 global accepts · Rating: 900 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**156.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**157.**

1614B

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

Quality: 29,038 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**158.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**159.**

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**160.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**161.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: brute force, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**162.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-18 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**163.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**164.**

1579E1

[Permutation Minimization by Deque](#) · Tutorial

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**165.**

1567B

[MEXor Mixup](#) · Tutorial

Quality: 32,943 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**166.**

1566C

[MAX-MEX Cut](#) · Tutorial

Quality: 19,036 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**167.**

1569B

[Chess Tournament](#) · Tutorial

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[qpEDop\\_MuXauJloBu4's solution](#)

**168.**

1562B

[Scenes From a Memory](#) · Tutorial

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**169.**

1515B

[Phoenix and Puzzle](#) · Tutorial

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**170.**

1550B

[Maximum Cost Deletion](#) · Tutorial

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**171.**

1521A

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

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**172.**

1520C

[Not Adjacent Matrix](#) · Tutorial

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[qpEDop\\_MuXauJloBu4's solution](#)

**173.**

1539A

[Contest Start](#) · Tutorial

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**174.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,939 global accepts · Rating: 1000 · first AC: 2020-06-28 · MS C++ 2017 (first AC) · Tags: greedy, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**175.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**176.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-05-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**177.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · MS C++ 2017 (first AC) · Tags: constructive algorithms  
[qpEDop\\_MuXauJloBu4's solution](#)

**178.**

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**179.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**180.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)

**181.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**182.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · MS C++ 2017 (first AC) · Tags: implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**183.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: math  
[qpEDop\\_MuXauJloBu4's solution](#)

**184.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**185.**

1610B

[Kalindrome Array](#) · Tutorial

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**186.**

1604B

[XOR Specia-LIS-t](#) · Tutorial

Quality: 16,335 global accepts · Rating: 1100 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**187.**

1606B

[Update Files](#) · Tutorial

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**188.**

1602B

[Divine Array](#) · Tutorial

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**189.**

1593D1

[All are Same](#) · Tutorial

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**190.**

1594B

[Special Numbers](#) · Tutorial

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**191.**

1579B

[Shifting Sort](#) · Tutorial

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**192.**

1574B

[Combinatorics Homework](#) · Tutorial

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**193.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**194.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**195.**

1547C

[Pair Programming](#) · Tutorial

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**196.**

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**197.**

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**198.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**199.**

1511C

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

Quality: 32,812 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**200.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**201.**

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**202.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,926 global accepts · Rating: 1100 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**203.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**204.**

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**205.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**206.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,784 global accepts · Rating: 1100 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

## 207.

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · MS C++ 2017 (first AC) · Tags: binary search, brute force, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

## 208.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,968 global accepts · Rating: 1100 · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: binary search, greedy, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

## 209.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

## 210.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

## 211.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

## 212.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[qpEDop\\_MuXauJloBu4's solution](#)

## 213.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

## 214.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: graphs, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

## 215.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

## 216.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[qpEDop\\_MuXauJloBu4's solution](#)

**217.**

1582C

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

Quality: 23,657 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**218.**

1598C

[Delete Two Elements](#) · Tutorial

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**219.**

1586B

[Omkar and Heavenly Tree](#) · Tutorial

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**220.**

1594C

[Make Them Equal](#) · Tutorial

Quality: 28,349 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**221.**

1581B

[Diameter of Graph](#) · Tutorial

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**222.**

1592B

[Hemose Shopping](#) · Tutorial

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**223.**

1512C

[A-B Palindrome](#) · Tutorial

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**224.**

1512D

[Corrupted Array](#) · Tutorial

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**225.**

1559C

[Mocha and Hiking](#) · Tutorial

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**226.**

1541B

[Pleasant Pairs](#) · Tutorial

Quality: 38,484 global accepts · Rating: 1200 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**227.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**228.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**229.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,493 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**230.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[qpEDop\\_MuXauJloBu4's solution](#)

**231.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,467 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**232.**

1537C

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

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**233.**

1536B

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

Quality: 25,030 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**234.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**235.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**236.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**237.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**238.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**239.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,923 global accepts · Rating: 1200 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**240.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**241.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**242.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**243.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,399 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**244.**

1352C

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

Quality: 69,780 global accepts · Rating: 1200 · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: binary search, math

[qpEDop\\_MuXauJloBu4's solution](#)

**245.**

1352B

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

Quality: 44,827 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**246.**

1343C

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

Quality: 44,079 global accepts · Rating: 1200 · first AC: 2020-04-21 · MS C++ 2017 (first AC) · Tags: dp, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**247.**

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**248.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, strings,

two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**249.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**250.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,742 global accepts · Rating: 1200 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**251.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**252.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**253.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**254.**

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**255.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,811 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[qpEDop\\_MuXauJloBu4's solution](#)

**256.**

1604C

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

Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**257.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**258.**

1602C

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

Rating: 1300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**259.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**260.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

**261.**

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**262.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**263.**

1561B

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

Rating: 1300 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qpEDop\\_MuXauJloBu4's solution](#)

**264.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**265.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**266.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[qpEDop\\_MuXauJloBu4's solution](#)

**267.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**268.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**269.**

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**270.**

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[qpEDop\\_MuXauJloBu4's solution](#)

**271.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**272.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,157 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**273.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**274.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**275.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**276.**

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**277.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**278.**

1364B

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

Quality: 26,187 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**279.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**280.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**281.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**282.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 1300 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**283.**

1352D

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

Quality: 29,858 global accepts · Rating: 1300 · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**284.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**285.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**286.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**287.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: binary search, math

[qpEDop\\_MuXauJloBu4's solution](#)

**288.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**289.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**290.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

### 291.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

### 292.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

### 293.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

### 294.

1559D1

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

Quality: 16,031 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

[qpEDop\\_MuXauJloBu4's solution](#)

### 295.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

### 296.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

### 297.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

### 298.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

### 299.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

### 300.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**301.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**302.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**303.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**304.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**305.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**306.**

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**307.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**308.**

1374D

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

Quality: 31,096 global accepts · Rating: 1400 · first AC: 2020-06-28 · MS C++ 2017 (first AC) · Tags: math, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**309.**

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**310.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**311.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-05-10 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

**312.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**313.**

1348B

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

Quality: 27,493 global accepts · Rating: 1400 · first AC: 2020-05-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**314.**

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · MS C++ 2017 (first AC) · Tags: implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**315.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**316.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,096 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**317.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-01 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**318.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[qpEDop\\_MuXauJloBu4's solution](#)

**319.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**320.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**321.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**322.**

1253B

[Silly Mistake · Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**323.**

1614C

[Divan and bitwise operations · Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**324.**

1611D

[Weights Assignment For Tree Edges · Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**325.**

1579C

[Ticks · Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**326.**

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**327.**

1562C

[Rings · Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**328.**

1515D

[Phoenix and Socks · Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**329.**

1552B

[Running for Gold · Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**330.**

1553D

[Backspace · Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**331.**

1551C

[Interesting Story · Tutorial](#)

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**332.**

1547E

[Air Conditioners](#) · Tutorial

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**333.**

1546C

[AquaMoon and Strange Sort](#) · Tutorial

Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**334.**

1542B

[Plus and Multiply](#) · Tutorial

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**335.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**336.**

1538F

[Interesting Function](#) · Tutorial

Quality: 22,216 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**337.**

1536C

[Diluc and Kaeya](#) · Tutorial

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**338.**

1462E1

[Close Tuples \(easy version\)](#) · Tutorial

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**339.**

1426D

[Non-zero Segments](#) · Tutorial

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**340.**

1391C

[Cyclic Permutations](#) · Tutorial

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[qpEDop\\_MuXauJloBu4's solution](#)

**341.**

1399D

[Binary String To Subsequences](#) · Tutorial

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**342.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,964 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**343.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**344.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**345.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**346.**

1352F

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

Quality: 19,404 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[qpEDop\\_MuXauJloBu4's solution](#)

**347.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,018 global accepts · Rating: 1500 · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: brute force, implementation, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**348.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,862 global accepts · Rating: 1500 · first AC: 2020-03-31 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**349.**

1325C

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

Quality: 17,158 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**350.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**351.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

### 352.

1301B

[Motarack's Birthday](#) · Tutorial

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

### 353.

1300C

[Anu Has a Function](#) · Tutorial

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

### 354.

1283C

[Friends and Gifts](#) · Tutorial

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, math

[qpEDop\\_MuXauJloBu4's solution](#)

### 355.

1278B

[A and B](#) · Tutorial

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

### 356.

1272D

[Remove One Element](#) · Tutorial

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: brute force, dp

[qpEDop\\_MuXauJloBu4's solution](#)

### 357.

1234C

[Pipes](#) · Tutorial

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: dp, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

### 358.

1253C

[Sweets Eating](#) · Tutorial

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · MS C++ 2017 (first AC) · Tags: dp, greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

### 359.

1242A

[Tile Painting](#) · Tutorial

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

### 360.

1203E

[Boxers](#) · Tutorial

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-11-11 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

### 361.

1615C

[Menorah](#) · Tutorial

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**362.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**363.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**364.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**365.**

1604D

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

Rating: 1600 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**366.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**367.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**368.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**369.**

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**370.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**371.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**372.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,471 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**373.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**374.**

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[qpEDop\\_MuXauJloBu4's solution](#)

**375.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**376.**

1526C2

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

Quality: 29,749 global accepts · Rating: 1600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**377.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**378.**

1537E1

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

Quality: 16,314 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**379.**

1529C

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

Rating: 1600 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**380.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**381.**

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**382.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**383.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**384.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**385.**

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**386.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**387.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · MS C++ 2017 (first AC) · Tags: data structures, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**388.**

1373D

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**389.**

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**390.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,082 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**391.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**392.**

1352G

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

Quality: 24,805 global accepts · Rating: 1600 · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: constructive algorithms  
[qpEDop\\_MuXauJloBu4's solution](#)

**393.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**394.**

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**395.**

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing  
[qpEDop\\_MuXauJloBu4's solution](#)

**396.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**397.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**398.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**399.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**400.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: binary search, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**401.**

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: implementation, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**402.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: greedy, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**403.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**404.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**405.**

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**406.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**407.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**408.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**409.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**410.**

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**411.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**412.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**413.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**414.**

1561D1

[Up the Strip \(simplified version\) · Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**415.**

1512G

[Short Task · Tutorial](#)

Quality: 9,392 global accepts · Rating: 1700 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**416.**

1557C

[Moamen and XOR · Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[qpEDop\\_MuXauJloBu4's solution](#)

**417.**

1554B

[Cobb · Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**418.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**419.**

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**420.**

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**421.**

1537D

[Deleting Divisors · Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**422.**

1529D

[Kavi on Pairing Duty · Tutorial](#)

Rating: 1700 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**423.**

1538D

[Another Problem About Dividing Numbers · Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**424.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[qpEDop\\_MuXauJloBu4's solution](#)

**425.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**426.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**427.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**428.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[qpEDop\\_MuXauJloBu4's solution](#)

**429.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**430.**

1393C

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

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**431.**

1368D

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

Quality: 13,665 global accepts · Rating: 1700 · first AC: 2020-06-18 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**432.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**433.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**434.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**435.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-05-10 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[qpEDop\\_MuXauJloBu4's solution](#)

**436.**

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**437.**

1335E1

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

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**438.**

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**439.**

1330D

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

Rating: 1700 · first AC: 2020-04-03 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**440.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**441.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**442.**

1324E

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

Quality: 17,014 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**443.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**444.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**445.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**446.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**447.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-19 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**448.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**449.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: games, math

[qpEDop\\_MuXauJloBu4's solution](#)

**450.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**451.**

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: dp, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**452.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**453.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**454.**

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**455.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**456.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**457.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**458.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**459.**

1549D

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

Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**460.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**461.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**462.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**463.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**464.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**465.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**466.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**467.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**468.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**469.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**470.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**471.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**472.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,943 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**473.**

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**474.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**475.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**476.**

1330C

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

Rating: 1800 · first AC: 2020-04-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**477.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**478.**

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**479.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[qpEDop\\_MuXauJloBu4's solution](#)

**480.**

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**481.**

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**482.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**483.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**484.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**485.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: dp

[qpEDop\\_MuXauJloBu4's solution](#)

**486.**

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**487.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**488.**

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**489.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**490.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**491.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**492.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**493.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**494.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,816 global accepts · Rating: 1900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**495.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**496.**

1546D

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

Rating: 1900 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[qpEDop\\_MuXauJloBu4's solution](#)

**497.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**498.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[qpEDop\\_MuXauJloBu4's solution](#)

**499.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**500.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · MS C++ 2017 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**501.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**502.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**503.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**504.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**505.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**506.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**507.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**508.**

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**509.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**510.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**511.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**512.**

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**513.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**514.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**515.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**516.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**517.**

1561E

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

Rating: 2000 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**518.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[qpEDop\\_MuXauJloBu4's solution](#)

**519.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[qpEDop\\_MuXauJloBu4's solution](#)

**520.**

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**521.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**522.**

1454E

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

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**523.**

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**524.**

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**525.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**526.**

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**527.**

1385E

[Directing Edges · Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**528.**

1366D

[Two Divisors · Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**529.**

1363E

[Tree Shuffling · Tutorial](#)

Quality: 7,499 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**530.**

1349C

[Orac and Game of Life · Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · last AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**531.**

1349B

[Orac and Medians · Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**532.**

1344B

[Monopole Magnets · Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**533.**

59D

[Team Arrangement · Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**534.**

59E

[Shortest Path · Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**535.**

1316D

[Nash Matrix · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**536.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**537.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**538.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**539.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**540.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**541.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**542.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[qpEDop\\_MuXauJloBu4's solution](#)

**543.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**544.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,530 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**545.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics,

constructive algorithms, dfs and similar, dsu, graphs, math

[qpEDop\\_MuXauJloBu4's solution](#)

**546.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**547.**

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**548.**

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**549.**

1538E

[Funny Substrings · Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**550.**

1538G

[Gift Set · Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

**551.**

1511E

[Colorings and Dominoes · Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**552.**

1454F

[Array Partition · Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**553.**

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**554.**

1392E

[Omkar and Duck · Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**555.**

1393D

[Rarity and New Dress · Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**556.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**557.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**558.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**559.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · MS C++ 2017 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**560.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**561.**

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**562.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**563.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**564.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**565.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**566.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**567.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**568.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**569.**

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**570.**

1581E

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

Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**571.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[qpEDop\\_MuXauJloBu4's solution](#)

**572.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**573.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**574.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**575.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**576.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**577.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**578.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**579.**

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**580.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-19 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**581.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

**582.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[qpEDop\\_MuXauJloBu4's solution](#)

**583.**

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**584.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**585.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**586.**

1537F

[Figure Fixing · Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**587.**

1535E

[Gold Transfer · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**588.**

1503C

[Travelling Salesman Problem · Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**589.**

425B

[Sereja and Table · Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**590.**

1468H

[K and Medians · Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**591.**

1468A

[LaIS · Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**592.**

1407D

[Discrete Centrifugal Jumps · Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**593.**

1399E2

[Weights Division \(hard version\) · Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**594.**

1373E

[Sum of Digits · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**595.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-04-08 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**596.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**597.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**598.**

1589E

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**599.**

1604E

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

Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**600.**

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-11-02 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**601.**

1602E

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

Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[qpEDop\\_MuXauJloBu4's solution](#)

**602.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**603.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · MS C++ 2017 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**604.**

1549F1

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

Rating: 2300 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**605.**

1541D

[Tree Array](#) · Tutorial

Rating: 2300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**606.**

1552E

[Colors and Intervals](#) · Tutorial

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**607.**

1553F

[Pairwise Modulo](#) · Tutorial

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**608.**

1550D

[Excellent Arrays](#) · Tutorial

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**609.**

1528C

[Trees of Tranquillity](#) · Tutorial

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**610.**

1534E

[Lost Array](#) · Tutorial

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[qpEDop\\_MuXauJloBu4's solution](#)

**611.**

1536E

[Omkar and Forest](#) · Tutorial

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths  
[qpEDop\\_MuXauJloBu4's solution](#)

**612.**

1468M

[Similar Sets](#) · Tutorial

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**613.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[qpEDop\\_MuXauJloBu4's solution](#)

**614.**

1396C

[Monster Invaders](#) · Tutorial

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**615.**

1394B

[Boboniu Walks on Graph](#) · Tutorial

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[qpEDop\\_MuXauJloBu4's solution](#)

**616.**

1399F

[Yet Another Segments Subset](#) · Tutorial

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**617.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · last AC: 2020-07-01 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**618.**

1615E

[Purple Crayon](#) · Tutorial

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**619.**

1609E

[William The Oblivious](#) · Tutorial

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[qpEDop\\_MuXauJloBu4's solution](#)

**620.**

1591E

[Frequency Queries](#) · Tutorial

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**621.**

1608D

[Dominoes](#) · Tutorial

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**622.**

1605E

[Array Equalizer](#) · Tutorial

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**623.**

1606D

[Red-Blue Matrix](#) · Tutorial

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**624.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · Tutorial

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**625.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[qpEDop\\_MuXauJloBu4's solution](#)

**626.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**627.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**628.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qpEDop\\_MuXauJloBu4's solution](#)

**629.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**630.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[qpEDop\\_MuXauJloBu4's solution](#)

**631.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**632.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**633.**

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**634.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-25 · MS C++ 2017 (first AC) · Tags: binary search,

constructive algorithms, data structures, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**635.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-16 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**636.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**637.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-08 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**638.**

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**639.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**640.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**641.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[qpEDop\\_MuXauJloBu4's solution](#)

**642.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**643.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**644.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures,

strings

[qpEDop\\_MuXauJloBu4's solution](#)

**645.**

1559D2

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

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**646.**

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qpEDop\\_MuXauJloBu4's solution](#)

**647.**

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**648.**

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[qpEDop\\_MuXauJloBu4's solution](#)

**649.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**650.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qpEDop\\_MuXauJloBu4's solution](#)

**651.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**652.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[qpEDop\\_MuXauJloBu4's solution](#)

**653.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**654.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**655.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[qpEDop\\_MuXauJloBu4's solution](#)

**656.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[qpEDop\\_MuXauJloBu4's solution](#)

**657.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**658.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**659.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**660.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**661.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**662.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[qpEDop\\_MuXauJloBu4's solution](#)

**663.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[qpEDop\\_MuXauJloBu4's solution](#)

**664.**

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**665.**

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**666.**

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[qpEDop\\_MuXauJloBu4's solution](#)

**667.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**668.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**669.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[qpEDop\\_MuXauJloBu4's solution](#)

**670.**

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures  
[qpEDop\\_MuXauJloBu4's solution](#)

**671.**

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[qpEDop\\_MuXauJloBu4's solution](#)

**672.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory  
[qpEDop\\_MuXauJloBu4's solution](#)

**673.**

380E

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

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[qpEDop\\_MuXauJloBu4's solution](#)

**674.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[qpEDop\\_MuXauJloBu4's solution](#)

**675.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[qpEDop\\_MuXauJloBu4's solution](#)

**676.**

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[qpEDop\\_MuXauJloBu4's solution](#)

**677.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · MS C++ 2017 (first AC) · Tags: binary search, geometry, ternary search

[qpEDop\\_MuXauJloBu4's solution](#)

**678.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**679.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**680.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-26 · MS C++ 2017 (first AC) · Tags: data structures, divide and conquer, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**681.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**682.**

1602F

[Difficult Mountain](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[qpEDop\\_MuXauJloBu4's solution](#)

**683.**

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**684.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**685.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and

similar, dsu, graphs, implementation  
[qpEDop\\_MuXauJloBu4's solution](#)

**686.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**687.**

1541E1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**688.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**689.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**690.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**691.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-19 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[qpEDop\\_MuXauJloBu4's solution](#)

**692.**

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[qpEDop\\_MuXauJloBu4's solution](#)

**693.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-15 · last AC: 2021-04-15 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[qpEDop\\_MuXauJloBu4's solution](#)

**694.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[qpEDop\\_MuXauJloBu4's solution](#)

**695.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[qpEDop\\_MuXauJloBu4's solution](#)

**696.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · MS C++ 2017 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities  
[qpEDop\\_MuXauJloBu4's solution](#)

**697.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: binary search, dp, geometry, graphs  
[qpEDop\\_MuXauJloBu4's solution](#)

**698.**

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: data structures, dp, strings  
[qpEDop\\_MuXauJloBu4's solution](#)

**699.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers  
[qpEDop\\_MuXauJloBu4's solution](#)

**700.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[qpEDop\\_MuXauJloBu4's solution](#)

**701.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees  
[qpEDop\\_MuXauJloBu4's solution](#)

**702.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**703.**

1573F

[Bridge Club](#) · [Tutorial](#)

Rating: 2800 · first AC: 2021-09-25 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**704.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy  
[qpEDop\\_MuXauJloBu4's solution](#)

**705.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[qpEDop\\_MuXauJloBu4's solution](#)

**706.**

1546E

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

Rating: 2800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[qpEDop\\_MuXauJloBu4's solution](#)

**707.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**708.**

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**709.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**710.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[qpEDop\\_MuXauJloBu4's solution](#)

**711.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[qpEDop\\_MuXauJloBu4's solution](#)

**712.**

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[qpEDop\\_MuXauJloBu4's solution](#)

**713.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**714.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qpEDop\\_MuXauJloBu4's solution](#)

**715.**

1541E2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[qpEDop\\_MuXauJloBu4's solution](#)

**716.**

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[qpEDop\\_MuXauJloBu4's solution](#)

**717.**

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[qpEDop\\_MuXauJloBu4's solution](#)

**718.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**719.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[qpEDop\\_MuXauJloBu4's solution](#)

**720.**

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[qpEDop\\_MuXauJloBu4's solution](#)

**721.**

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry

[qpEDop\\_MuXauJloBu4's solution](#)

**722.**

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[qpEDop\\_MuXauJloBu4's solution](#)

**723.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[qpEDop\\_MuXauJloBu4's solution](#)

**724.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[qpEDop\\_MuXauJloBu4's solution](#)

**725.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[qpEDop\\_MuXauJloBu4's solution](#)

**726.**

1523G

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Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
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**727.**

1523F

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Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[qpEDop\\_MuXauJloBu4's solution](#)

**728.**

1033845

[BD800C0ACä2C O D 5DD>D <C](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**729.**

100044C

[B\\$50i5D>CÔ=D`9 CÔ>CÄ5D](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**730.**

100549K

[Aô@Cä3D4;C#0 Cö> Ct>Cä?C @C#C](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**731.**

100043K

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Rating: — · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**732.**

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**733.**

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**734.**

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**735.**

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**736.**

100850B

[AS5DQC\\$>Dt=D`9 C60D :](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

737.

101187J

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

738.

101187E

[B ÜDHC,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2021-09-10 · MS C++ 2017 (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

739.

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

740.

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

742.

101187K

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

743.

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

744.

101187G

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

748.

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Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

751.

100033K

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

753.

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

754.

100033H

[B ;CT4D4ND"5CR @C 7C 8CT=C,,5 CÔ0 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2021-08-14 · PyPy 3 (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

756.

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

757.

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Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

758.

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Rating: — · first AC: 2021-08-14 · MS C++ 2017 (first AC) · Tags: —

[qpEDop\\_MuXauJloBu4's solution](#)

**759.**

102443K

[RotationAlmostSort](#) · Tutorial

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**760.**

102443E

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Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**761.**

102443A

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Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**762.**

102443B

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[qpEDop\\_MuXauJloBu4's solution](#)

**763.**

102443C

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**764.**

102443D

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**765.**

102443F

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**766.**

102443G

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Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**767.**

102443H

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Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**768.**

102443I

[Dates](#) · Tutorial

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**769.**

102443L

[Time Travel](#) · Tutorial

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

770.

100003J

[BTC&C](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

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[qpEDop\\_MuXauJloBu4's solution](#)

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[qpEDop\\_MuXauJloBu4's solution](#)

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Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

780.

100610C

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**781.**

100610I

[Ideal Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**782.**

100610G

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**783.**

100610E

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**784.**

100610F

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**785.**

100610D

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**786.**

100610A

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**787.**

100610J

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**788.**

100610H

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**789.**

100610K

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**790.**

102501L

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Rating: — · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**791.**

102501J

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**792.**

102501A

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**793.**

102501G

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**794.**

102501K

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**795.**

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**796.**

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**797.**

102501B

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**798.**

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · Python 3 (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**799.**

101630F

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**800.**

101630I

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[qpEDop\\_MuXauJloBu4's solution](#)

**801.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**802.**

101630C

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Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**803.**

101630A

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

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**804.**

101630B

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Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**805.**

101630E

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Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**806.**

100134L

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[qpEDop\\_MuXauJloBu4's solution](#)

**807.**

100134J

[Jumping Around](#) · [Tutorial](#)

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[qpEDop\\_MuXauJloBu4's solution](#)

**808.**

100134E

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Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**809.**

100134C

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Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**810.**

100134B

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Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**811.**

100134H

[Hyperdrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**812.**

100134G

[Great Deceiver](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**813.**

100134A

[Addictive Bubbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**814.**

101190K

[Kids Designing Kids](#) · Tutorial

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**815.**

101190D

[Delight for a Cat](#) · Tutorial

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[qpEDop\\_MuXauJloBu4's solution](#)

**816.**

101190G

[Game on Graph](#) · Tutorial

Rating: — · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**817.**

101190B

[Binary Code](#) · Tutorial

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[qpEDop\\_MuXauJloBu4's solution](#)

**818.**

101190E

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**825.**

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841.

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**848.**

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**851.**

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**852.**

100851L

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**853.**

100851G

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Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**854.**

100851E

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**870.**

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**871.**

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**872.**

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**873.**

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**882.**

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**892.**

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100114H

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