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6.

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26.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

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27.

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30.

1758A

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1743B

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58.

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59.

1716B

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68.

1701B

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1701A

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71.

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73.

1696A

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74.

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75.

1700A

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1196A

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83.

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1462A

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94.

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98.

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99.

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100.

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102.

1343B

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103.

1118A

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104.

1681B

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106.

1682A

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108.

1684B

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110.

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111.

1680A

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112.

1422A

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113.

1649A

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1670A

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1672B

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1672A

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120.

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121.

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1669C

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1669A

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128.

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129.

1660A

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1660B

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1657B

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1657A

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1646A

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1625A

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1624A

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154.

1621A

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1616A

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156.

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1615A

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158.

1619B

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1617A

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171.

1611B

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172.

1611A

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173.

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176.

1605A

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177.

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178.

1604A

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180.

1513A

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1582A

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1490A

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184.

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185.

1337A

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1593A

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187.

1598A

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1594A

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189.

1592A

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190.

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191.

1579A

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192.

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193.

1574A

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194.

1573A

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195.

1566B

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196.

1566A

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197.

1452C

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198.

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199.

71A

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200.

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201.

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202.

1504A

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203.

1443A

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204.

1556A

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206.

1206A

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207.

1561A

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208.

1433B

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209.

1515A

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210.

1560C

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211.

1560B

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212.

1560A

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213.

1491A

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214.

1506A

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215.

1519B

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216.

1526A

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217.

1514A

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218.

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219.

1557A

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220.

1484A

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221.

1482A

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1536A

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223.

1499A

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224.

1534A

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225.

1437A

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226.

1549B

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227.

1549A

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228.

1554A

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229.

1454B

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230.

1454A

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231.

1552A

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232.

1551B1

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233.

1551A

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234.

1553A

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235.

1530B

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236.

1530A

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237.

1511A

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238.

1473A

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240.

1550A

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241.

1487A

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242.

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243.

282A

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244.

1547B

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245.

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246.

1194A

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247.

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248.

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249.

1539B

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250.

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251.

1529A

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252.

1538B

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253.

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254.

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255.

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1509A

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257.

1433A

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258.

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259.

1525A

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260.

1527A

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261.

1516A

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262.

1517A

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263.

1519A

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264.

1520B

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265.

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266.

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267.

1512A

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268.

4A

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269.

1180A

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270.

1777B

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271.

1775A2

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272.

1771A

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274.

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275.

1764B

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1758B

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278.

1726A

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279.

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280.

1714A

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281.

1187A

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282.

1699B

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283.

598A

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284.

1696B

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285.

1339A

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286.

1697B

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287.

1486A

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288.

1689B

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289.

1665B

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290.

1462C

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291.

1005B

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292.

1343A

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293.

1679A

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294.

84A

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295.

1420A

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296.

1426B

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297.

1282A

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298.

1650B

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299.

1624B

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300.

1617B

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301.

1591B

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302.

1613A

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303.

1609A

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304.

1610A

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305.

1612B

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306.

1584C

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307.

1213A

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308.

1607B

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309.

1606A

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310.

1430A

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[qualdoom's solution](#)

311.

1582B

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312.

1593B

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313.

1501B

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314.

1494A

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315.

1496A

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316.

1206B

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317.

1433C

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Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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318.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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319.

1559A

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Quality: 45,602 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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320.

1535B

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Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
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321.

1204B

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322.

1555A

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323.

801B

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324.

1525B

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325.

1175A

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326.

1543A

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Quality: 40,971 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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327.

1543B

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Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
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328.

1537B

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329.

2002B

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Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
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330.

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[qualdoom's solution](#)

331.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[qualdoom's solution](#)

332.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
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333.

1770B

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Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[qualdoom's solution](#)

334.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[qualdoom's solution](#)

335.

1772C

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Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[qualdoom's solution](#)

336.

1769B1

[Aes>C008D>C\\$0C08CR DC 9C~>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[qualdoom's solution](#)

337.

1766B

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Quality: 23,779 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[qualdoom's solution](#)

338.

1744C

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Quality: 44,114 global accepts · Rating: 1000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[qualdoom's solution](#)

339.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[qualdoom's solution](#)

340.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,292 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[qualdoom's solution](#)

341.

1715B

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Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[qualdoom's solution](#)

342.

1312B

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343.

1438B

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[qualdoom's solution](#)

344.

1702D

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Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qualdoom's solution](#)

345.

1695B

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Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[qualdoom's solution](#)

346.

1690D

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[qualdoom's solution](#)

347.

1691B

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Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[qualdoom's solution](#)

348.

1447B

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Quality: 26,462 global accepts · Rating: 1000 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[qualdoom's solution](#)

349.

500A

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Quality: 62,713 global accepts · Rating: 1000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
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350.

1077B

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Quality: 20,437 global accepts · Rating: 1000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[qualdoom's solution](#)

351.

1165B

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Quality: 24,293 global accepts · Rating: 1000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
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352.

1674C

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353.

114A

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Quality: 15,080 global accepts · Rating: 1000 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: math
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354.

1036A

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355.

1671B

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356.

106A

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[qualdoom's solution](#)

357.

106B

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Quality: 6,867 global accepts · Rating: 1000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
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358.

1659A

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Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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359.

1260A

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Quality: 15,818 global accepts · Rating: 1000 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: math
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360.

1101A

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Quality: 18,815 global accepts · Rating: 1000 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: math
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361.

1632B

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Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
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362.

1622B

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363.

1613B

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Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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364.

1614B

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365.

1611C

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Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
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366.

1584B

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367.

1605B

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[qualdoom's solution](#)

368.

1607C

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Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[qualdoom's solution](#)

369.

1430C

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Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[qualdoom's solution](#)

370.

1490B

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371.

1593C

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372.

1598B

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373.

1485A

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374.

1579E1

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375.

1474B

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376.

1566C

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377.

1569B

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378.

1567B

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379.

1418A

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380.

1469A

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381.

1562B

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[qualdoom's solution](#)

382.

1506C

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383.

1521A

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384.

1204A

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385.

1234B1

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386.

102B

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387.

1520C

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[qualdoom's solution](#)

388.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[qualdoom's solution](#)

389.

1342A

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Quality: 46,426 global accepts · Rating: 1000 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qualdoom's solution](#)

390.

368A

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

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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391.

1476A

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Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[qualdoom's solution](#)

392.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[qualdoom's solution](#)

393.

1550B

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

Quality: 28,557 global accepts · Rating: 1000 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qualdoom's solution](#)

394.

1A

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Quality: 320,314 global accepts · Rating: 1000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[qualdoom's solution](#)

395.

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

[qualdoom's solution](#)

396.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-14 · MS C++ 2017 (first AC) · Tags: brute force, geometry, math, number theory

[qualdoom's solution](#)

397.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[qualdoom's solution](#)

398.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[qualdoom's solution](#)

399.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[qualdoom's solution](#)

400.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[qualdoom's solution](#)

401.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[qualdoom's solution](#)

402.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[qualdoom's solution](#)

403.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[qualdoom's solution](#)

404.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[qualdoom's solution](#)

405.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[qualdoom's solution](#)

406.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[qualdoom's solution](#)

407.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[qualdoom's solution](#)

408.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[qualdoom's solution](#)

409.

1202A

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

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[qualdoom's solution](#)

410.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[qualdoom's solution](#)

411.

1726B

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

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[qualdoom's solution](#)

412.

1717B

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413.

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1712C

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1703D

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1702C

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418.

1481B

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1700B

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1685A

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1686C

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423.

1165A

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424.

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425.

1421B

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426.

1670B

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1327A

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428.

1673B

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429.

68A

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430.

527A

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431.

1672C

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432.

731B

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433.

1669F

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434.

1669D

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435.

1426C

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436.

1638B

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437.

1633C

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438.

1631B

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439.

1625B

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440.

1624C

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441.

1616B

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442.

1618C

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443.

1609B

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444.

1370B

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445.

1610B

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446.

25B

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447.

1213B

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448.

1604B

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449.

1606B

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450.

1602B

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451.

1490C

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452.

1593D1

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453.

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454.

544A

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455.

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456.

1574B

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457.

1566D1

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458.

1496B

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459.

1463A

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460.

1523B

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461.

1506B

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462.

1557B

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463.

1529B

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464.

1534B

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465.

1342B

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466.

1511C

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467.

1511B

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468.

1547C

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469.

1509B

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470.

2002C

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471.

1149A

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472.

1826A

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1793C

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1790D

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475.

1769C1

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476.

1744D

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477.

1736B

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478.

1729D

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479.

1091B

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480.

1720C

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481.

361B

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482.

1703E

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483.

1339B

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484.

1692E

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485.

1371B

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486.

1196B

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487.

1369B

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488.

1343C

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489.

1118B

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490.

1681C

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491.

1679B

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implementation

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492.

1327B

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[qualdoom's solution](#)

493.

1674D

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494.

1671C

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[qualdoom's solution](#)

495.

1669G

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496.

1669E

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[qualdoom's solution](#)

497.

1154B

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Quality: 17,660 global accepts · Rating: 1200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[qualdoom's solution](#)

498.

1364A

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Quality: 31,365 global accepts · Rating: 1200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[qualdoom's solution](#)

499.

1657C

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500.

1650C

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501.

1635C

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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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502.

1637C

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503.

1619C

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[qualdoom's solution](#)

504.

1608B

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505.

1613C

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506.

985B

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507.

1213C

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Quality: 19,624 global accepts · Rating: 1200 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[qualdoom's solution](#)

508.

1582C

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[qualdoom's solution](#)

509.

1490D

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510.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[qualdoom's solution](#)

511.

1437B

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Quality: 20,856 global accepts · Rating: 1200 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[qualdoom's solution](#)

512.

1598C

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

dp, implementation, math, two pointers

[qualdoom's solution](#)

513.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[qualdoom's solution](#)

514.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[qualdoom's solution](#)

515.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[qualdoom's solution](#)

516.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[qualdoom's solution](#)

517.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[qualdoom's solution](#)

518.

1272C

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

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[qualdoom's solution](#)

519.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[qualdoom's solution](#)

520.

254A

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

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[qualdoom's solution](#)

521.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[qualdoom's solution](#)

522.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[qualdoom's solution](#)

523.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qualdoom's solution](#)

524.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[qualdoom's solution](#)

525.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[qualdoom's solution](#)

526.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[qualdoom's solution](#)

527.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qualdoom's solution](#)

528.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[qualdoom's solution](#)

529.

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[qualdoom's solution](#)

530.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[qualdoom's solution](#)

531.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[qualdoom's solution](#)

532.

1023C

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Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[qualdoom's solution](#)

533.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[qualdoom's solution](#)

534.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[qualdoom's solution](#)

535.

1487B

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Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

536.

1546B

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

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

[qualdoom's solution](#)

537.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2021-07-06 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[qualdoom's solution](#)

538.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qualdoom's solution](#)

539.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qualdoom's solution](#)

540.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,365 global accepts · Rating: 1200 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[qualdoom's solution](#)

541.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qualdoom's solution](#)

542.

1527B1

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

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[qualdoom's solution](#)

543.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2021-05-14 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[qualdoom's solution](#)

544.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2021-05-10 · MS C++ 2017 (first AC) · Tags: data structures, hashing, math
[qualdoom's solution](#)

545.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-05-09 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, strings
[qualdoom's solution](#)

546.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-05-09 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy
[qualdoom's solution](#)

547.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[qualdoom's solution](#)

548.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[qualdoom's solution](#)

549.

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings
[qualdoom's solution](#)

550.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[qualdoom's solution](#)

551.

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[qualdoom's solution](#)

552.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[qualdoom's solution](#)

553.

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[qualdoom's solution](#)

554.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[qualdoom's solution](#)

555.

1778B

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Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[qualdoom's solution](#)

556.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[qualdoom's solution](#)

557.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[qualdoom's solution](#)

558.

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp

[qualdoom's solution](#)

559.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[qualdoom's solution](#)

560.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,551 global accepts · Rating: 1300 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[qualdoom's solution](#)

561.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[qualdoom's solution](#)

562.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[qualdoom's solution](#)

563.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[qualdoom's solution](#)

564.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[qualdoom's solution](#)

565.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[qualdoom's solution](#)

566.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[qualdoom's solution](#)

567.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, strings
[qualdoom's solution](#)

568.

1698C

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Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[qualdoom's solution](#)

569.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[qualdoom's solution](#)

570.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[qualdoom's solution](#)

571.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[qualdoom's solution](#)

572.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[qualdoom's solution](#)

573.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[qualdoom's solution](#)

574.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[qualdoom's solution](#)

575.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 1300 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

576.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[qualdoom's solution](#)

577.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[qualdoom's solution](#)

578.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qualdoom's solution](#)

579.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[qualdoom's solution](#)

580.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,960 global accepts · Rating: 1300 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[qualdoom's solution](#)

581.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[qualdoom's solution](#)

582.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[qualdoom's solution](#)

583.

84B

[Magical Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation

[qualdoom's solution](#)

584.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[qualdoom's solution](#)

585.

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers
[qualdoom's solution](#)

586.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[qualdoom's solution](#)

587.

1660C

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

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[qualdoom's solution](#)

588.

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-09-08 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[qualdoom's solution](#)

589.

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[qualdoom's solution](#)

590.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[qualdoom's solution](#)

591.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[qualdoom's solution](#)

592.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[qualdoom's solution](#)

593.

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
[qualdoom's solution](#)

594.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[qualdoom's solution](#)

595.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[qualdoom's solution](#)

596.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[qualdoom's solution](#)

597.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar
[qualdoom's solution](#)

598.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qualdoom's solution](#)

599.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,817 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[qualdoom's solution](#)

600.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[qualdoom's solution](#)

601.

1607D

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

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[qualdoom's solution](#)

602.

1604C

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

Rating: 1300 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[qualdoom's solution](#)

603.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[qualdoom's solution](#)

604.

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
[qualdoom's solution](#)

605.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[qualdoom's solution](#)

606.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[qualdoom's solution](#)

607.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[qualdoom's solution](#)

608.

1561B

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

Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[qualdoom's solution](#)

609.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,426 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[qualdoom's solution](#)

610.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[qualdoom's solution](#)

611.

1560D

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

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[qualdoom's solution](#)

612.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[qualdoom's solution](#)

613.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,851 global accepts · Rating: 1300 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
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614.

1234B2

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Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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615.

1534C

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Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
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616.

1003B

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Quality: 12,225 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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617.

1285B

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Quality: 30,842 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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618.

1555B

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Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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619.

1555C

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620.

1454D

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621.

1493B

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622.

1152B

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[qualdoom's solution](#)

623.

796B

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624.

1326C

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[qualdoom's solution](#)

625.

1553B

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Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[qualdoom's solution](#)

626.

1547D

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Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qualdoom's solution](#)

627.

1538C

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Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[qualdoom's solution](#)

628.

25A

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Quality: 103,900 global accepts · Rating: 1300 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[qualdoom's solution](#)

629.

1037C

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[qualdoom's solution](#)

630.

1195C

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Quality: 34,843 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[qualdoom's solution](#)

631.

1918C

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Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[qualdoom's solution](#)

632.

1893A

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Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qualdoom's solution](#)

633.

1860C

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Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[qualdoom's solution](#)

634.

1830A

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Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qualdoom's solution](#)

635.

1190A

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Quality: 9,807 global accepts · Rating: 1400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[qualdoom's solution](#)

636.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[qualdoom's solution](#)

637.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[qualdoom's solution](#)

638.

1758C

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Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[qualdoom's solution](#)

639.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qualdoom's solution](#)

640.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[qualdoom's solution](#)

641.

1769B2

[A > C08D > C\\$0C08CR DC 9C^>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math

[qualdoom's solution](#)

642.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[qualdoom's solution](#)

643.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[qualdoom's solution](#)

644.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[qualdoom's solution](#)

645.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

646.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[qualdoom's solution](#)

647.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[qualdoom's solution](#)

648.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[qualdoom's solution](#)

649.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[qualdoom's solution](#)

650.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[qualdoom's solution](#)

651.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[qualdoom's solution](#)

652.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[qualdoom's solution](#)

653.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[qualdoom's solution](#)

654.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers
[qualdoom's solution](#)

655.

1462D

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

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[qualdoom's solution](#)

656.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[qualdoom's solution](#)

657.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qualdoom's solution](#)

658.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[qualdoom's solution](#)

659.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[qualdoom's solution](#)

660.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[qualdoom's solution](#)

661.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[qualdoom's solution](#)

662.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[qualdoom's solution](#)

663.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · last AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
[qualdoom's solution](#)

664.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[qualdoom's solution](#)

665.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
[qualdoom's solution](#)

666.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[qualdoom's solution](#)

667.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[qualdoom's solution](#)

668.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[qualdoom's solution](#)

669.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[qualdoom's solution](#)

670.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[qualdoom's solution](#)

671.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[qualdoom's solution](#)

672.

1605C

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Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[qualdoom's solution](#)

673.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[qualdoom's solution](#)

674.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[qualdoom's solution](#)

675.

544B

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Quality: 8,941 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qualdoom's solution](#)

676.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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677.

1573B

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Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[qualdoom's solution](#)

678.

1494B

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Quality: 15,318 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[qualdoom's solution](#)

679.

1452B

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Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[qualdoom's solution](#)

680.

1443C

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Quality: 16,829 global accepts · Rating: 1400 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[qualdoom's solution](#)

681.

1463B

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Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[qualdoom's solution](#)

682.

1517C

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Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[qualdoom's solution](#)

683.

1515C

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Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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684.

1559D1

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Quality: 16,032 global accepts · Rating: 1400 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[qualdoom's solution](#)

685.

1506D

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[qualdoom's solution](#)

686.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[qualdoom's solution](#)

687.

1519C

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Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[qualdoom's solution](#)

688.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[qualdoom's solution](#)

689.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[qualdoom's solution](#)

690.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[qualdoom's solution](#)

691.

1520E

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

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[qualdoom's solution](#)

692.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,473 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[qualdoom's solution](#)

693.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[qualdoom's solution](#)

694.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[qualdoom's solution](#)

695.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[qualdoom's solution](#)

696.

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

[qualdoom's solution](#)

697.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[qualdoom's solution](#)

698.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[qualdoom's solution](#)

699.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[qualdoom's solution](#)

700.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[qualdoom's solution](#)

701.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[qualdoom's solution](#)

702.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[qualdoom's solution](#)

703.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[qualdoom's solution](#)

704.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qualdoom's solution](#)

705.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[qualdoom's solution](#)

706.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[qualdoom's solution](#)

707.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive

algorithms, dp, greedy, math

[qualdoom's solution](#)

708.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[qualdoom's solution](#)

709.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[qualdoom's solution](#)

710.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[qualdoom's solution](#)

711.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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712.

350B

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713.

1339C

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Rating: 1500 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

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714.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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715.

891A

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716.

1196C

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717.

1196D1

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Quality: 11,131 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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718.

1690E

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719.

1462E1

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720.

1005D

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721.

114B

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Quality: 4,261 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs

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722.

1673C

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723.

527C

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724.

527B

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725.

1659C

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726.

1154D

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Quality: 10,546 global accepts · Rating: 1500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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727.

1426D

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728.

944C

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Rating: 1500 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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729.

1646C

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730.

702C

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Quality: 22,902 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[qualdoom's solution](#)

731.

702B

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Quality: 13,634 global accepts · Rating: 1500 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math

[qualdoom's solution](#)

732.

1101C

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733.

1101E

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Quality: 8,259 global accepts · Rating: 1500 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[qualdoom's solution](#)

734.

1631C

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Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[qualdoom's solution](#)

735.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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736.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[qualdoom's solution](#)

737.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[qualdoom's solution](#)

738.

332B

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Quality: 8,711 global accepts · Rating: 1500 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation
[qualdoom's solution](#)

739.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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740.

1611D

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Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
[qualdoom's solution](#)

741.

553A

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742.

1213D1

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Quality: 12,081 global accepts · Rating: 1500 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[qualdoom's solution](#)

743.

1492C

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Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[qualdoom's solution](#)

744.

1490F

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Quality: 18,389 global accepts · Rating: 1500 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
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745.

1579C

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Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[qualdoom's solution](#)

746.

1486B

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Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[qualdoom's solution](#)

747.

1516B

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Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-08-13 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
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748.

821C

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Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
[qualdoom's solution](#)

749.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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750.

1418C

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[qualdoom's solution](#)

751.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qualdoom's solution](#)

752.

1499C

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Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[qualdoom's solution](#)

753.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
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754.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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755.

1526C1

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[qualdoom's solution](#)

756.

1482B

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757.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[qualdoom's solution](#)

758.

1536C

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[qualdoom's solution](#)

759.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[qualdoom's solution](#)

760.

1552B

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Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[qualdoom's solution](#)

761.

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

[qualdoom's solution](#)

762.

1553D

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Quality: 15,087 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[qualdoom's solution](#)

763.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[qualdoom's solution](#)

764.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[qualdoom's solution](#)

765.

1487D

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Quality: 20,594 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[qualdoom's solution](#)

766.

1546C

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Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[qualdoom's solution](#)

767.

1547E

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Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[qualdoom's solution](#)

768.

1538F

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Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[qualdoom's solution](#)

769.

1542B

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Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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770.

1137B

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Quality: 7,013 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, strings

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771.

1798D

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772.

1336A

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Quality: 24,671 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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773.

1748C

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Quality: 13,011 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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774.

1778C

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Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

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775.

1775C

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Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

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776.

1771C

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Quality: 11,600 global accepts · Rating: 1600 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[qualdoom's solution](#)

777.

1779C

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Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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778.

1766D

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Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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779.

1741E

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780.

1722E

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Quality: 13,369 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[qualdoom's solution](#)

781.

1714D

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Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[qualdoom's solution](#)

782.

992C

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Quality: 4,871 global accepts · Rating: 1600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: math

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783.

1703G

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Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[qualdoom's solution](#)

784.

1702E

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Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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785.

1349A

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Quality: 21,644 global accepts · Rating: 1600 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[qualdoom's solution](#)

786.

1698D

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Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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787.

1461D

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Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

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788.

1281B

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Quality: 8,687 global accepts · Rating: 1600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qualdoom's solution](#)

789.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[qualdoom's solution](#)

790.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qualdoom's solution](#)

791.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[qualdoom's solution](#)

792.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[qualdoom's solution](#)

793.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[qualdoom's solution](#)

794.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[qualdoom's solution](#)

795.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[qualdoom's solution](#)

796.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2022-05-28 · last AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[qualdoom's solution](#)

797.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qualdoom's solution](#)

798.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[qualdoom's solution](#)

799.

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[qualdoom's solution](#)

800.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qualdoom's solution](#)

801.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers
[qualdoom's solution](#)

802.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[qualdoom's solution](#)

803.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[qualdoom's solution](#)

804.

1529C

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

Rating: 1600 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[qualdoom's solution](#)

805.

114C

[Grammar Lessons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[qualdoom's solution](#)

806.

1036B

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Quality: 5,965 global accepts · Rating: 1600 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: math
[qualdoom's solution](#)

807.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search
[qualdoom's solution](#)

808.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers
[qualdoom's solution](#)

809.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[qualdoom's solution](#)

810.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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811.

1364C

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812.

1615C

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813.

1660E

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814.

1660D

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815.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
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816.

1633D

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817.

1632C

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[qualdoom's solution](#)

818.

1623C

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Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[qualdoom's solution](#)

819.

1622C

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Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

sortings

[qualdoom's solution](#)

820.

1398C

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Quality: 36,636 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[qualdoom's solution](#)

821.

1373D

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[qualdoom's solution](#)

822.

1305C

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Quality: 18,787 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[qualdoom's solution](#)

823.

373B

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Quality: 2,795 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[qualdoom's solution](#)

824.

209A

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Quality: 2,849 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[qualdoom's solution](#)

825.

1609D

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Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[qualdoom's solution](#)

826.

1352G

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Quality: 24,809 global accepts · Rating: 1600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[qualdoom's solution](#)

827.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

828.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[qualdoom's solution](#)

829.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[qualdoom's solution](#)

830.

1213D2

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Quality: 12,200 global accepts · Rating: 1600 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[qualdoom's solution](#)

831.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[qualdoom's solution](#)

832.

1604D

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

Rating: 1600 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

833.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[qualdoom's solution](#)

834.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[qualdoom's solution](#)

835.

1593E

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

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[qualdoom's solution](#)

836.

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[qualdoom's solution](#)

837.

1469C

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Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[qualdoom's solution](#)

838.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[qualdoom's solution](#)

839.

1486C1

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

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[qualdoom's solution](#)

840.

1452D

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Quality: 8,685 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[qualdoom's solution](#)

841.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[qualdoom's solution](#)

842.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qualdoom's solution](#)

843.

1567C

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Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-06 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[qualdoom's solution](#)

844.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[qualdoom's solution](#)

845.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[qualdoom's solution](#)

846.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[qualdoom's solution](#)

847.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[qualdoom's solution](#)

848.

1526C2

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

Quality: 29,765 global accepts · Rating: 1600 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[qualdoom's solution](#)

849.

1537E1

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Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[qualdoom's solution](#)

850.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[qualdoom's solution](#)

851.

1234D

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Quality: 18,595 global accepts · Rating: 1600 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[qualdoom's solution](#)

852.

1512E

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

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[qualdoom's solution](#)

853.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[qualdoom's solution](#)

854.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
[qualdoom's solution](#)

855.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[qualdoom's solution](#)

856.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[qualdoom's solution](#)

857.

1527C

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Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[qualdoom's solution](#)

858.

722C

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Quality: 11,473 global accepts · Rating: 1600 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[qualdoom's solution](#)

859.

1530D

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Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
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860.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[qualdoom's solution](#)

861.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

862.

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

[qualdoom's solution](#)

863.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[qualdoom's solution](#)

864.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[qualdoom's solution](#)

865.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-11 · MS C++ 2017 (first AC) · Tags: binary search, interactive

[qualdoom's solution](#)

866.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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867.

1936A

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868.

1381A2

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869.

1893B

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870.

960C

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871.

1829H

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Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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872.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[qualdoom's solution](#)

873.

1798C

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Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[qualdoom's solution](#)

874.

1777C

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875.

1779D

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876.

1770C

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877.

1731C

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878.

1731D

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879.

1772E

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880.

897C

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Rating: 1700 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[qualdoom's solution](#)

881.

1743D

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Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[qualdoom's solution](#)

882.

1091D

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Quality: 7,477 global accepts · Rating: 1700 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[qualdoom's solution](#)

883.

1722F

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Quality: 8,016 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[qualdoom's solution](#)

884.

1715C

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Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[qualdoom's solution](#)

885.

1312D

[Count the Arrays](#) · [Tutorial](#)

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[qualdoom's solution](#)

886.

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[qualdoom's solution](#)

887.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[qualdoom's solution](#)

888.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[qualdoom's solution](#)

889.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[qualdoom's solution](#)

890.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest

paths

[qualdoom's solution](#)

891.

1281C

[Cut and Paste](#) · [Tutorial](#)

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

[qualdoom's solution](#)

892.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[qualdoom's solution](#)

893.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[qualdoom's solution](#)

894.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[qualdoom's solution](#)

895.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[qualdoom's solution](#)

896.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[qualdoom's solution](#)

897.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[qualdoom's solution](#)

898.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[qualdoom's solution](#)

899.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[qualdoom's solution](#)

900.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics,

implementation, math, sortings, two pointers

[qualdoom's solution](#)

901.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[qualdoom's solution](#)

902.

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

[qualdoom's solution](#)

903.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[qualdoom's solution](#)

904.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[qualdoom's solution](#)

905.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[qualdoom's solution](#)

906.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

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907.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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908.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

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909.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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910.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[qualdoom's solution](#)

911.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

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912.

1529D

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

Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

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913.

1672D

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Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[qualdoom's solution](#)

914.

106D

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Quality: 1,471 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[qualdoom's solution](#)

915.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qualdoom's solution](#)

916.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

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917.

917B

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Quality: 4,003 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

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918.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[qualdoom's solution](#)

919.

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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920.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

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[qualdoom's solution](#)

921.

1260C

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Quality: 8,785 global accepts · Rating: 1700 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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922.

1557C

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Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-19 · last AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
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923.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
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924.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[qualdoom's solution](#)

925.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · last AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[qualdoom's solution](#)

926.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[qualdoom's solution](#)

927.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,293 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[qualdoom's solution](#)

928.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[qualdoom's solution](#)

929.

1619E

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Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[qualdoom's solution](#)

930.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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931.

1611E1

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Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[qualdoom's solution](#)

932.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[qualdoom's solution](#)

933.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[qualdoom's solution](#)

934.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,008 global accepts · Rating: 1700 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[qualdoom's solution](#)

935.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[qualdoom's solution](#)

936.

1586C

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

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

[qualdoom's solution](#)

937.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[qualdoom's solution](#)

938.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[qualdoom's solution](#)

939.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[qualdoom's solution](#)

940.

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[qualdoom's solution](#)

941.

1579F

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Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[qualdoom's solution](#)

942.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[qualdoom's solution](#)

943.

1474C

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Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[qualdoom's solution](#)

944.

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[qualdoom's solution](#)

945.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

946.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[qualdoom's solution](#)

947.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[qualdoom's solution](#)

948.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[qualdoom's solution](#)

949.

1537D

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Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[qualdoom's solution](#)

950.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[qualdoom's solution](#)

951.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[qualdoom's solution](#)

952.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[qualdoom's solution](#)

953.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[qualdoom's solution](#)

954.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[qualdoom's solution](#)

955.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,832 global accepts · Rating: 1700 · first AC: 2021-05-20 · MS C++ 2017 (first AC) · Tags: binary search, greedy, strings
[qualdoom's solution](#)

956.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[qualdoom's solution](#)

957.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[qualdoom's solution](#)

958.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees
[qualdoom's solution](#)

959.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: games
[qualdoom's solution](#)

960.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[qualdoom's solution](#)

961.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[qualdoom's solution](#)

962.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[qualdoom's solution](#)

963.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[qualdoom's solution](#)

964.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[qualdoom's solution](#)

965.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[qualdoom's solution](#)

966.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[qualdoom's solution](#)

967.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[qualdoom's solution](#)

968.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[qualdoom's solution](#)

969.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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970.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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971.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[qualdoom's solution](#)

972.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

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973.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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974.

336C

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

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, number theory

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975.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

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976.

1187C

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Quality: 6,764 global accepts · Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[qualdoom's solution](#)

977.

1339D

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

Rating: 1800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[qualdoom's solution](#)

978.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[qualdoom's solution](#)

979.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qualdoom's solution](#)

980.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[qualdoom's solution](#)

981.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[qualdoom's solution](#)

982.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[qualdoom's solution](#)

983.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[qualdoom's solution](#)

984.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[qualdoom's solution](#)

985.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[qualdoom's solution](#)

986.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[qualdoom's solution](#)

987.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees
[qualdoom's solution](#)

988.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[qualdoom's solution](#)

989.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[qualdoom's solution](#)

990.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[qualdoom's solution](#)

991.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[qualdoom's solution](#)

992.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[qualdoom's solution](#)

993.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

994.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[qualdoom's solution](#)

995.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[qualdoom's solution](#)

996.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[qualdoom's solution](#)

997.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-01-11 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[qualdoom's solution](#)

998.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[qualdoom's solution](#)

999.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[qualdoom's solution](#)

1000.

1030D

[Vasya and Triangle](#) · [Tutorial](#)

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory

[qualdoom's solution](#)

1001.

1620C

[BA-String](#) · [Tutorial](#)

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1002.

1619D

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Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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1003.

1617D1

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1004.

1398D

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1005.

1611F

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1006.

1213G

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1007.

1083A

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1008.

1534D

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1009.

1582F1

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1010.

687B

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1011.

1586D

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1012.

1583D

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1013.

1437C

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1014.

1509C

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1015.

706D

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1016.

544C

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1017.

1573C

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1018.

1556C

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1019.

1556D

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1020.

1560E

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1021.

1491D

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1022.

1535D

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1023.

1549D

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[qualdoom's solution](#)

1024.

1554C

[Mikasa](#) · [Tutorial](#)

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1025.

1554D

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1026.

1525D

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1027.

1552C

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[qualdoom's solution](#)

1028.

1552D

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1029.

1946D

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1030.

1918D

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1031.

309C

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1032.

1882D

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Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
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1033.

1747D

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1034.

1842D

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1035.

1823D

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1036.

1808C

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Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[qualdoom's solution](#)

1037.

1785B

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Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[qualdoom's solution](#)

1038.

1777D

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1039.

1303D

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Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
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1040.

1749D

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1041.

1744E2

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Quality: 6,702 global accepts · Rating: 1900 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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1042.

1492D

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[qualdoom's solution](#)

1043.

1265D

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1044.

1729F

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1045.

1216E1

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1046.

57C

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1047.

9D

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1048.

1717D

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1049.

1715D

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1050.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
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1051.

1718A2

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

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1052.

1444B

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1053.

1285D

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Quality: 8,612 global accepts · Rating: 1900 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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1054.

1714F

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1055.

961E

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1056.

1702G1

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Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

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1057.

1701D

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1058.

319B

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1059.

1696D

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1060.

1700D

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1061.

1697D

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1062.

817D

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Quality: 6,290 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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1063.

1371E1

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1064.

1689D

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1065.

1358D

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1066.

1354D

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1067.

1400D

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1068.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

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1069.

1659D

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1070.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

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1071.

1077F1

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Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1072.

1141G

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1073.

1421D

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Quality: 4,383 global accepts · Rating: 1900 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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1074.

1679D

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1075.

1678E

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

Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[qualdoom's solution](#)

1076.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · last AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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1077.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · last AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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1078.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2022-01-06 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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1079.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[qualdoom's solution](#)

1080.

1661D

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

Quality: 5,398 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1081.

1527B2

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

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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1082.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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1083.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

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1084.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[qualdoom's solution](#)

1085.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[qualdoom's solution](#)

1086.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[qualdoom's solution](#)

1087.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[qualdoom's solution](#)

1088.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[qualdoom's solution](#)

1089.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · last AC: 2022-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[qualdoom's solution](#)

1090.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[qualdoom's solution](#)

1091.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[qualdoom's solution](#)

1092.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[qualdoom's solution](#)

1093.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[qualdoom's solution](#)

1094.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[qualdoom's solution](#)

1095.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[qualdoom's solution](#)

1096.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[qualdoom's solution](#)

1097.

744B

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1098.

25C

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Quality: 8,076 global accepts · Rating: 1900 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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1099.

25D

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1100.

505C

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1101.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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1102.

1430E

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1103.

61E

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1104.

1602D

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1105.

1490G

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1106.

1155D

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1107.

1593D2

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1108.

121C

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1109.

950E

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1110.

1494C

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1111.

1486C2

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Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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1112.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

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1113.

1558B

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[qualdoom's solution](#)

1114.

1512F

[Education](#) · [Tutorial](#)

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[qualdoom's solution](#)

1115.

1560F1

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1116.

1482D

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[qualdoom's solution](#)

1117.

1484D

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1118.

1313C2

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1119.

1547F

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1120.

1936B

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1121.

1889C1

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1122.

1943B

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[qualdoom's solution](#)

1123.

1893C

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1124.

1620D

[Exact Change](#) · [Tutorial](#)

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1125.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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1126.

1830B

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1127.

1190D

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Quality: 2,685 global accepts · Rating: 2000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
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1128.

1804D

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Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
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1129.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1130.

1770D

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Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[qualdoom's solution](#)

1131.

1731E

[Graph Cost](#) · [Tutorial](#)

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

1132.

1772F

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Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, implementation, sortings

[qualdoom's solution](#)

1133.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[qualdoom's solution](#)

1134.

1764D

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1135.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

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1136.

533B

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[qualdoom's solution](#)

1137.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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1138.

128C

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1139.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[qualdoom's solution](#)

1140.

1725C

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1141.

1582E

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Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · last AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[qualdoom's solution](#)

1142.

797E

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Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

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1143.

1646D

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1144.

1718B

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1145.

1712D

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Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[qualdoom's solution](#)

1146.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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1147.

1716C

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Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[qualdoom's solution](#)

1148.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

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1149.

1702G2

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Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[qualdoom's solution](#)

1150.

1349B

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[qualdoom's solution](#)

1151.

118E

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1152.

1551E

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1153.

1019B

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1154.

598E

[Chocolate Bar](#) · [Tutorial](#)

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1155.

1696E

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1156.

1521C

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1157.

1481D

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1158.

1359E

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1159.

380C

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1160.

474E

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1161.

1506G

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1162.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

dp, greedy

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1163.

1311D

[Three Integers](#) · [Tutorial](#)

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1164.

1574D

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1165.

1622D

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1166.

1391D

[505](#) · [Tutorial](#)

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1167.

1610D

[Not Quite Lee](#) · [Tutorial](#)

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1168.

891B

[Gluttony](#) · [Tutorial](#)

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1169.

1415D

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1170.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[qualdoom's solution](#)

1171.

1665D

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Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

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1172.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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1173.

371E

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[qualdoom's solution](#)

1174.

659F

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1175.

721D

[Maxim and Array](#) · [Tutorial](#)

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1176.

1092E

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[qualdoom's solution](#)

1177.

1686D

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Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

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1178.

1685B

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1179.

1165F1

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1180.

1165F2

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Quality: 2,454 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

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1181.

1682D

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1182.

1680E

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1183.

113B

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1184.

1674E

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Quality: 7,306 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
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1185.

1674G

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1186.

446B

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1187.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

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1188.

1426F

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1189.

1657D

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Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[qualdoom's solution](#)

1190.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
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1191.

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
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1192.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-02-01 · last AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[qualdoom's solution](#)

1193.

1632D

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Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[qualdoom's solution](#)

1194.

242E

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Quality: 11,864 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

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1195.

1624F

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Quality: 3,803 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

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1196.

1624E

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Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

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1197.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[qualdoom's solution](#)

1198.

1132F

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Quality: 10,714 global accepts · Rating: 2000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

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1199.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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1200.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[qualdoom's solution](#)

1201.

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[qualdoom's solution](#)

1202.

1618F

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[qualdoom's solution](#)

1203.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[qualdoom's solution](#)

1204.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[qualdoom's solution](#)

1205.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[qualdoom's solution](#)

1206.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[qualdoom's solution](#)

1207.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[qualdoom's solution](#)

1208.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[qualdoom's solution](#)

1209.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory

[qualdoom's solution](#)

1210.

360B

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Quality: 3,494 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[qualdoom's solution](#)

1211.

1584D

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Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[qualdoom's solution](#)

1212.

2B

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Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[qualdoom's solution](#)

1213.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[qualdoom's solution](#)

1214.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[qualdoom's solution](#)

1215.

1487E

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Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[qualdoom's solution](#)

1216.

1513D

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Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[qualdoom's solution](#)

1217.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[qualdoom's solution](#)

1218.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[qualdoom's solution](#)

1219.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[qualdoom's solution](#)

1220.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[qualdoom's solution](#)

1221.

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[qualdoom's solution](#)

1222.

313D

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Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qualdoom's solution](#)

1223.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[qualdoom's solution](#)

1224.

1322B

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Quality: 4,640 global accepts · Rating: 2100 · first AC: 2023-03-24 · last AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[qualdoom's solution](#)

1225.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[qualdoom's solution](#)

1226.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[qualdoom's solution](#)

1227.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

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1228.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[qualdoom's solution](#)

1229.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[qualdoom's solution](#)

1230.

850B

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Quality: 2,132 global accepts · Rating: 2100 · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory

[qualdoom's solution](#)

1231.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

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1232.

1729G

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Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[qualdoom's solution](#)**1233.**

1203F1

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Quality: 4,051 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qualdoom's solution](#)**1234.**

1725F

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Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[qualdoom's solution](#)**1235.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[qualdoom's solution](#)**1236.**

1312E

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Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[qualdoom's solution](#)**1237.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[qualdoom's solution](#)**1238.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[qualdoom's solution](#)**1239.**

953J

[Segments](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)**1240.**

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[qualdoom's solution](#)**1241.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[qualdoom's solution](#)**1242.**

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, trees

[qualdoom's solution](#)

1243.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[qualdoom's solution](#)

1244.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[qualdoom's solution](#)

1245.

1605D

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Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
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1246.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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1247.

1555E

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Quality: 4,533 global accepts · Rating: 2100 · first AC: 2022-06-17 · last AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers
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1248.

837D

[Round Subset](#) · [Tutorial](#)

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1249.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
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1250.

519E

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Quality: 8,359 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
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1251.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
[qualdoom's solution](#)

1252.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[qualdoom's solution](#)

1253.

675C

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Quality: 3,859 global accepts · Rating: 2100 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[qualdoom's solution](#)

1254.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-06-01 · last AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[qualdoom's solution](#)

1255.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[qualdoom's solution](#)

1256.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1257.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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1258.

1343E

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Quality: 5,740 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[qualdoom's solution](#)

1259.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[qualdoom's solution](#)

1260.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

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1261.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[qualdoom's solution](#)

1262.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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1263.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
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1264.

1364D

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Quality: 4,962 global accepts · Rating: 2100 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[qualdoom's solution](#)

1265.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[qualdoom's solution](#)

1266.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings
[qualdoom's solution](#)

1267.

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: strings
[qualdoom's solution](#)

1268.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
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1269.

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[qualdoom's solution](#)

1270.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[qualdoom's solution](#)

1271.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
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1272.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities
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1273.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-27 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[qualdoom's solution](#)

1274.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[qualdoom's solution](#)

1275.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[qualdoom's solution](#)

1276.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[qualdoom's solution](#)

1277.

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths

[qualdoom's solution](#)

1278.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qualdoom's solution](#)

1279.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[qualdoom's solution](#)

1280.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[qualdoom's solution](#)

1281.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qualdoom's solution](#)

1282.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[qualdoom's solution](#)

1283.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[qualdoom's solution](#)

1284.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[qualdoom's solution](#)

1285.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[qualdoom's solution](#)

1286.

1789D

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

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[qualdoom's solution](#)

1287.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[qualdoom's solution](#)

1288.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[qualdoom's solution](#)

1289.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[qualdoom's solution](#)

1290.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[qualdoom's solution](#)

1291.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[qualdoom's solution](#)

1292.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[qualdoom's solution](#)

1293.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[qualdoom's solution](#)

1294.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[qualdoom's solution](#)

1295.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[qualdoom's solution](#)

1296.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[qualdoom's solution](#)

1297.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[qualdoom's solution](#)

1298.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[qualdoom's solution](#)

1299.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[qualdoom's solution](#)

1300.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

1301.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[qualdoom's solution](#)

1302.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[qualdoom's solution](#)

1303.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[qualdoom's solution](#)

1304.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[qualdoom's solution](#)

1305.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[qualdoom's solution](#)

1306.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[qualdoom's solution](#)

1307.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers
[qualdoom's solution](#)

1308.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
[qualdoom's solution](#)

1309.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[qualdoom's solution](#)

1310.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[qualdoom's solution](#)

1311.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[qualdoom's solution](#)

1312.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[qualdoom's solution](#)

1313.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[qualdoom's solution](#)

1314.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[qualdoom's solution](#)

1315.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[qualdoom's solution](#)

1316.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[qualdoom's solution](#)

1317.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[qualdoom's solution](#)

1318.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[qualdoom's solution](#)

1319.

1520G

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

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[qualdoom's solution](#)

1320.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[qualdoom's solution](#)

1321.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[qualdoom's solution](#)

1322.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[qualdoom's solution](#)

1323.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[qualdoom's solution](#)

1324.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2022-05-28 · last AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[qualdoom's solution](#)

1325.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[qualdoom's solution](#)

1326.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[qualdoom's solution](#)

1327.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[qualdoom's solution](#)

1328.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[qualdoom's solution](#)

1329.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[qualdoom's solution](#)

1330.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[qualdoom's solution](#)

1331.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[qualdoom's solution](#)

1332.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation,

math, ternary search
[qualdoom's solution](#)

1333.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[qualdoom's solution](#)

1334.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[qualdoom's solution](#)

1335.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[qualdoom's solution](#)

1336.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[qualdoom's solution](#)

1337.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[qualdoom's solution](#)

1338.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[qualdoom's solution](#)

1339.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[qualdoom's solution](#)

1340.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[qualdoom's solution](#)

1341.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[qualdoom's solution](#)

1342.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer, math

[qualdoom's solution](#)

1343.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[qualdoom's solution](#)

1344.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[qualdoom's solution](#)

1345.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[qualdoom's solution](#)

1346.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[qualdoom's solution](#)

1347.

1293E

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

Rating: 2300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy, trees

[qualdoom's solution](#)

1348.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[qualdoom's solution](#)

1349.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[qualdoom's solution](#)

1350.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[qualdoom's solution](#)

1351.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[qualdoom's solution](#)

1352.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[qualdoom's solution](#)

1353.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[qualdoom's solution](#)

1354.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory

[qualdoom's solution](#)

1355.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy

[qualdoom's solution](#)

1356.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[qualdoom's solution](#)

1357.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[qualdoom's solution](#)

1358.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[qualdoom's solution](#)

1359.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[qualdoom's solution](#)

1360.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[qualdoom's solution](#)

1361.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[qualdoom's solution](#)

1362.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[qualdoom's solution](#)

1363.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[qualdoom's solution](#)

1364.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-09-03 · last AC: 2022-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[qualdoom's solution](#)

1365.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[qualdoom's solution](#)

1366.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[qualdoom's solution](#)

1367.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[qualdoom's solution](#)

1368.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation

[qualdoom's solution](#)

1369.

902E

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

Rating: 2300 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs

[qualdoom's solution](#)

1370.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[qualdoom's solution](#)

1371.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[qualdoom's solution](#)

1372.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[qualdoom's solution](#)

1373.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[qualdoom's solution](#)

1374.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[qualdoom's solution](#)

1375.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy
[qualdoom's solution](#)

1376.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[qualdoom's solution](#)

1377.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings
[qualdoom's solution](#)

1378.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers
[qualdoom's solution](#)

1379.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-09-15 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[qualdoom's solution](#)

1380.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees
[qualdoom's solution](#)

1381.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths
[qualdoom's solution](#)

1382.

1610E

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

Quality: 1,924 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[qualdoom's solution](#)

1383.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs
[qualdoom's solution](#)

1384.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · last AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[qualdoom's solution](#)

1385.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[qualdoom's solution](#)

1386.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, sortings
[qualdoom's solution](#)

1387.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[qualdoom's solution](#)

1388.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[qualdoom's solution](#)

1389.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, strings
[qualdoom's solution](#)

1390.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math
[qualdoom's solution](#)

1391.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[qualdoom's solution](#)

1392.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings
[qualdoom's solution](#)

1393.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, ternary search

[qualdoom's solution](#)

1394.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[qualdoom's solution](#)

1395.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[qualdoom's solution](#)

1396.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[qualdoom's solution](#)

1397.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[qualdoom's solution](#)

1398.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[qualdoom's solution](#)

1399.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[qualdoom's solution](#)

1400.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2021-10-27 · last AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[qualdoom's solution](#)

1401.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[qualdoom's solution](#)

1402.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[qualdoom's solution](#)

1403.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[qualdoom's solution](#)

1404.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[qualdoom's solution](#)

1405.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-07-26 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[qualdoom's solution](#)

1406.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-06-08 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[qualdoom's solution](#)

1407.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[qualdoom's solution](#)

1408.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[qualdoom's solution](#)

1409.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[qualdoom's solution](#)

1410.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[qualdoom's solution](#)

1411.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[qualdoom's solution](#)

1412.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[qualdoom's solution](#)

1413.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[qualdoom's solution](#)

1414.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[qualdoom's solution](#)

1415.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[qualdoom's solution](#)

1416.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[qualdoom's solution](#)

1417.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[qualdoom's solution](#)

1418.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[qualdoom's solution](#)

1419.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[qualdoom's solution](#)

1420.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[qualdoom's solution](#)

1421.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[qualdoom's solution](#)

1422.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[qualdoom's solution](#)

1423.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[qualdoom's solution](#)

1424.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[qualdoom's solution](#)

1425.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[qualdoom's solution](#)

1426.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[qualdoom's solution](#)

1427.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[qualdoom's solution](#)

1428.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[qualdoom's solution](#)

1429.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[qualdoom's solution](#)

1430.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[qualdoom's solution](#)

1431.

1074D

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

Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, hashing

[qualdoom's solution](#)

1432.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities
[qualdoom's solution](#)

1433.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-07-05 · last AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[qualdoom's solution](#)

1434.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[qualdoom's solution](#)

1435.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[qualdoom's solution](#)

1436.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[qualdoom's solution](#)

1437.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings
[qualdoom's solution](#)

1438.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[qualdoom's solution](#)

1439.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory
[qualdoom's solution](#)

1440.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[qualdoom's solution](#)

1441.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[qualdoom's solution](#)

1442.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[qualdoom's solution](#)

1443.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[qualdoom's solution](#)

1444.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[qualdoom's solution](#)

1445.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[qualdoom's solution](#)

1446.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[qualdoom's solution](#)

1447.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[qualdoom's solution](#)

1448.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[qualdoom's solution](#)

1449.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[qualdoom's solution](#)

1450.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[qualdoom's solution](#)

1451.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two

pointers

[qualdoom's solution](#)

1452.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[qualdoom's solution](#)

1453.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[qualdoom's solution](#)

1454.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[qualdoom's solution](#)

1455.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[qualdoom's solution](#)

1456.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[qualdoom's solution](#)

1457.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[qualdoom's solution](#)

1458.

1789E

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

Quality: 969 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[qualdoom's solution](#)

1459.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[qualdoom's solution](#)

1460.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-05-18 · last AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[qualdoom's solution](#)

1461.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[qualdoom's solution](#)

1462.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[qualdoom's solution](#)

1463.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[qualdoom's solution](#)

1464.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[qualdoom's solution](#)

1465.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[qualdoom's solution](#)

1466.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2021-09-19 · last AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[qualdoom's solution](#)

1467.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[qualdoom's solution](#)

1468.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[qualdoom's solution](#)

1469.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[qualdoom's solution](#)

1470.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[qualdoom's solution](#)

1471.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[qualdoom's solution](#)

1472.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings
[qualdoom's solution](#)

1473.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[qualdoom's solution](#)

1474.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[qualdoom's solution](#)

1475.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[qualdoom's solution](#)

1476.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[qualdoom's solution](#)

1477.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[qualdoom's solution](#)

1478.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[qualdoom's solution](#)

1479.

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu
[qualdoom's solution](#)

1480.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[qualdoom's solution](#)

1481.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[qualdoom's solution](#)

1482.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2022-05-22 · last AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[qualdoom's solution](#)

1483.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[qualdoom's solution](#)

1484.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[qualdoom's solution](#)

1485.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[qualdoom's solution](#)

1486.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[qualdoom's solution](#)

1487.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[qualdoom's solution](#)

1488.

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[qualdoom's solution](#)

1489.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[qualdoom's solution](#)

1490.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[qualdoom's solution](#)

1491.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2022-12-08 · last AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[qualdoom's solution](#)

1492.

897E

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[qualdoom's solution](#)

1493.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[qualdoom's solution](#)

1494.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[qualdoom's solution](#)

1495.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[qualdoom's solution](#)

1496.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[qualdoom's solution](#)

1497.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[qualdoom's solution](#)

1498.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[qualdoom's solution](#)

1499.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[qualdoom's solution](#)

1500.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[qualdoom's solution](#)

1501.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[qualdoom's solution](#)

1502.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[qualdoom's solution](#)

1503.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[qualdoom's solution](#)

1504.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-30 · Python 3 (first AC) · Tags: constructive algorithms, games, implementation

[qualdoom's solution](#)

1505.

1658F

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

Quality: 926 global accepts · Rating: 2700 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[qualdoom's solution](#)

1506.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[qualdoom's solution](#)

1507.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs

[qualdoom's solution](#)

1508.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[qualdoom's solution](#)

1509.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[qualdoom's solution](#)

1510.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[qualdoom's solution](#)

1511.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees
[qualdoom's solution](#)

1512.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[qualdoom's solution](#)

1513.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[qualdoom's solution](#)

1514.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees
[qualdoom's solution](#)

1515.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings
[qualdoom's solution](#)

1516.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[qualdoom's solution](#)

1517.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[qualdoom's solution](#)

1518.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[qualdoom's solution](#)

1519.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[qualdoom's solution](#)

1520.

334E

[Lucky Tickets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

1521.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[qualdoom's solution](#)

1522.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees

[qualdoom's solution](#)

1523.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[qualdoom's solution](#)

1524.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[qualdoom's solution](#)

1525.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[qualdoom's solution](#)

1526.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[qualdoom's solution](#)

1527.

204E

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

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[qualdoom's solution](#)

1528.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[qualdoom's solution](#)

1529.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[qualdoom's solution](#)

1530.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[qualdoom's solution](#)

1531.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[qualdoom's solution](#)

1532.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[qualdoom's solution](#)

1533.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[qualdoom's solution](#)

1534.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[qualdoom's solution](#)

1535.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[qualdoom's solution](#)

1536.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[qualdoom's solution](#)

1537.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[qualdoom's solution](#)

1538.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2023-01-14 · last AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[qualdoom's solution](#)

1539.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[qualdoom's solution](#)

1540.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[qualdoom's solution](#)

1541.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 3000 · first AC: 2022-08-23 · last AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[qualdoom's solution](#)

1542.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[qualdoom's solution](#)

1543.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[qualdoom's solution](#)

1544.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2022-06-20 · last AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[qualdoom's solution](#)

1545.

1042916

[A=00DCT@CT=Dd8Dð](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[qualdoom's solution](#)

1546.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, data structures, sortings
[qualdoom's solution](#)

1547.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees
[qualdoom's solution](#)

1548.

101320B

[Problem Muffin. Robot on the Field](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1549.

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1550.

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1551.

100628G

[A=7C4CðC=0 C,,7 Aô@CäAD\\$>C=2C HC,,=Cà](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1552.

101636D

[B>C\\$7C 4C ND”8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1553.

101636F

[Aö00Cö4C<C,,O 2](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1554.

101636B

[AäB0Cä@D´BD´9 CäCC >C](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1555.

101636J

[B 00t2G15Dt5CÔ8CR A Cä>CôLDô<C€](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1556.

101636E

[A4>D>C DACä0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1557.

101636L

[Aö0CäAD\\$KCR AD4DDD8CäAD°](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1558.

101636C

[A>CÔDC,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1559.

101636G

[Aö00Cä](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1560.

101636K

[B <C,,HCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1561.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1562.

101636M

[A\\$>D&AD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1563.

100805K

[Top Secret Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1564.

100805H

[Three States](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1565.

100805I

[A=BC D41C'8C](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1566.

100805J

[A=BC,,2D'5 C;CTBCäGC8](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1567.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1568.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1569.

100805F

[Rescue Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1570.

100805A

[A=BC=D:C,,5 D4GCT=D'5](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1571.

100805C

[A=BC 7C 2Cä4CR ECä7Dô8CD](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1572.

100805E

[B=CD4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[qualdoom's solution](#)

1573.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1574.

103985B

[A=76D=Cä5 CÔ5C >](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1575.

103985I

[A=CDlaCT@D :C,,9 Cä;D41](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1576.

103985D

[AÖ00d8Cä=C ;DÄ=Cä5 CD>D BCäOCÔ8CP](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1577.

103985F

[Aä@0\\$K D,,5 C4>D](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1578.

103985H

[B >C0CÔ>C' @D44CÔ8C](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1579.

103985E

[B >D BC,,@Cä2C=0 CÄ>CÔ5D](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1580.

103985G

[A=DDä :C :Cä=DD5D](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1581.

103985A

[A" AC\\$5D\\$5 D >DD8D\\$>C](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1582.

103985J

[A=>CÄ?C =C,,O C, ?Cä1C,,BCä2Cä5 A€](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1583.

101979A

[LinkedList's Bizarre Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1584.

101979G

[A CD 3CT@D² 2 <€McDuck's>>](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1585.

101979H

[A65D\\$5D 1D4@C3đ](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1586.

101979D

[A65D\\$5D 1D4@C3đ](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1587.

101979K

[A10C8D 8CÔB](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1588.

101979I

[A4=Cä<DÄ D,,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1589.

101979F

[B4D02C Ô5CÔ8Dò <C BCT<C BC,,GCTAC¤>C' <C 3C,,8](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1590.

101979L

[AD8Cô;Cä<D°](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1591.

101979C

[AäF D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1592.

102399F

[XOR D,8D0C Cä2C =C,,5](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1593.

102399H

[BD>CäC6 A CD5C`5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1594.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1595.

102399J

[AäCÔD4@D :CäBC,,;Cä2](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1596.

102399B

[A`8D`CäAD\\$`L D,,8D >C`8DR 2Ct3C´OCD>C](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1597.

102399C

[A,,20`D4HC`0-CD`CD 0Dt>C¢ 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1598.

102399L

[AD>D`C4>C' HC`0D@](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1599.

102399D

[AD`D`C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1600.

102399G

[Bd5C`kCR BCäGC`8](#)

Rating: — · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1601.

100627R

[Aô`C`0D 2 AÔ A, 'A Aà](#)

Rating: — · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1602.

103631C

[A,,E`D\\$5D 5D =D´5 C\\$KDT>CD=D´5](#)

Rating: — · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1603.

1036327

[B\\$00d5C´KC' 3D CCp](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1604.

1036325

[A`T0C`A C,,<C,,7C FC,,O C\\$KC,,3D KD,,0](#)

Rating: — · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1605.

1041554

[B 00t`CäFC\\$5D\\$=D´5 D\\$>Dt:C€](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1606.

102069J

[Aô>D`qA¢ ?Cä4Cô>CDAD\\$@Cä:C, 2 Cô>CDAD\\$@Cä:CP](#)

Rating: — · first AC: 2022-08-22 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1607.

102154D

[Robomarathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1608.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1609.

104162E

[A40Cj1CÔKCR ?C @D°](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1610.

104162H

[ASKR0D"8C\\$0CÔ8CR :D >C´8C¤>C](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1611.

104162G

[AäGCT@CT4CÔ0Dò AC¤>C >Dt=C O Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1612.

104162D

[A18CÄ0c" 3Cä@Cä4CR](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1613.

104162B

[A7A0ä1CT=CÔKCR GC,,AC´0](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1614.

104162A

[A7CäG0CÔ0Dò ACä@D\\$8D >C\\$:C](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1615.

102551C

[Aô@Cä4D4:D\\$K C" MC¤ACô5CD8Dd8C€](#)

Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1616.

1035323

[BS@CTC4>C´LCÔ0Dò 3Cä;Cä2Cä;Cä<C¤0](#)

Rating: — · first AC: 2022-12-28 · last AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1617.

1020861

[AD20ri8Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1618.

104103D

[The Name of the Fourth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1619.

1020863

[A 20S×CÄ0D\\$8Ct0Dd8Dò AC×;C 4C](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1620.

1024808

[A0;C0C BD°](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1621.

103196F

[BD0C0\\$1Cä;C×8 CÔ0 Cä;C,,<Cô8C 4D0](#)

Rating: — · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1622.

103196C

[AD50B8 CÄ>Cô5C@](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1623.

102551D

[AD>DrBC 2C×0 Cô>DtBD°](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1624.

103426D

[Fantastic Three](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1625.

1036326

[BÔD0p0T4C,,FC,,O CÔ0 B 8D 8D4A](#)

Rating: — · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1626.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1627.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1628.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1629.

1024806

[A0;0=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2022-01-10 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1630.

1024805

[AÄ00=AC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1631.

1024807

[A0C0äCä<C B](#)

Rating: — · first AC: 2022-07-06 · last AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1632.

103719C

[AÄ5DT=C\\$KCR ?Cä4Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1633.

1024793

[A>D000 D @D4BC,,=Cä9](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1634.

1024792

[A00CTB2D'HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1635.

1024791

[B000=CäAD\\$LC=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1636.

103810A

[B400Cä2C=0](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1637.

103810B

[A00D=0'9 D\\$0CÖ5D`](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1638.

103810C

[BD00äHCTB](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1639.

103810D

[ASK0i0CD:C](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1640.

103810E

[BÔD1A2CT4C,,FC,,O](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1641.

102904C

[BÔD1A2D\\$@Cä=CÔKC' 7C <Cä:](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1642.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1643.

102904E

[AÄ×D18D°](#)

Rating: — · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1644.

102904A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1645.

102904I

[AÖ×CDAdt5D" >Cô5D 0Dd8C•](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1646.

102904J

[Bt5D=â15 C, 1CT;D´5](#)

Rating: — · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1647.

103720F

[A 0000CäBCDKDT0](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1648.

103720C

[AÖ5000@C 2C,,;DÄ=C O Dô1C´>CÔO](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1649.

103720B

[AÍ´4UD;Dö C,,EC 8C´0](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1650.

103720D

[AD5000L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1651.

103720G

[AÄ=0Ä6CTAD\\$2Câ A Ct0Cô@CäAC <C€](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1652.

103720E

[AÄ0C=AC,7C,,@D49 AND](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1653.

103720A

[AD80rB Cä=C ;DÄ=D´9 Cö@Dô<CäCC4>C´LCÔ8C](#)

Rating: — · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1654.

103457D

[B 7D00D\\$0D\\$L Ct0C´>Cd=C,,FD0](#)

Rating: — · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1655.

103457I

[B 8CÄ1C,,>D\\$K C\\$=D4BD 8](#)

Rating: — · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1656.

103457F

[B 00000TICT=C,,5 D 8CÄ1C,,>D\\$>C](#)

Rating: — · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1657.

103457G

[AÖ=0Ä6Ct@C,,BCT;DÄ=D´5 CäBDt5D\\$K](#)

Rating: — · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1658.

103457H

[ATICR10ä;CT5 Ct0D"8D"5CÔ=C O D\\$ND LCÄ0](#)

Rating: — · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1659.

103457B

[A :D\\$8C\\$=C O Cö>CD3CäBCä2C=0 C¢ 1C,,BC\\$5](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1660.

103457E

[Secure Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1661.

103457A

[BSICBCT;DÄ=Cä5 Cö;C =C,,@Cä2C =C,,5](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1662.

103457C

[A" 7Cä0D :C E A\\$5CÔ>CÄ0](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1663.

103666I

[AÔ00d=Câ 1Cä;DÄHCR 7Cä;CäBC](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1664.

103666J

[A 0D,=C€](#)

Rating: — · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1665.

103631B

[Aä7D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2022-04-04 · last AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1666.

103631A

[B40Cä| DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2022-04-04 · last AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1667.

1029367

[BT>D=|D,,8CR @C AC= @C AC=8](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1668.

103575C

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1669.

103575B

[Even Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · last AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1670.

103325C

[A 0C0ä, 4D CCd1D°](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1671.

102739H

[AD>D|BC 2C=0 CT4D°](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1672.

103464D

[A Task With Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1684.

1020862

[A=O=1D'5 C=2C 4D 0D\\$K](#)

Rating: — · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1685.

1017132

[A=2C4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1686.

1017133

[A 8DD8](#)

Rating: — · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1687.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1688.

102436C

[Painting Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · last AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1689.

1020907

[BÔDra CT4C,,FC,,O](#)

Rating: — · first AC: 2022-01-02 · last AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1690.

103196D

[A10CDD10 CD;Dò @C 7CÄ8CÔ:C, @D4:](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1691.

1034714

[Aô5CD?CäAC'5CD>C\\$0D\\$5C'LCÔ>D BDÂ 8 Cò>CD<C AD 8C](#)

Rating: — · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1692.

103476B

[Julia and Flower Beds](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1693.

1020906

[A,,E D\\$5D 2C ;DÄ=D'5 D\\$@CT=C,,@Cä2C=8](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1694.

1020905

[AÔ5CqjA Cô@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1695.

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1696.

1029365

[A=005004C @DÂ=C C'LDD5 Bd5CÔBC 2D 0](#)

Rating: — · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1697.

103426B

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1698.

103426A

[Bananas Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1699.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1700.

1033853

[A=000AD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1701.

1033851

[AĀBÔĀCD :](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1702.

1033852

[A48D1A C=8](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1703.

1033854

[AĀD4GĀD4GĀCT=C,,5 D,,0DT<C BC <](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1704.

1033855

[A,,=D\\$5D 5D =D'5 Dt8D ;C](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1705.

101587G

[AĀĀDĀBC, 8 CÔ>CD?CăAC'5CD>C\\$0D\\$5C'LCÔ>D BCE](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1706.

1033825

[AD@CT2CÔ5CR 8CÄO](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1707.

1033824

[ÄÄÖÖÄ CäECä4](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1708.

1033823

[A,3D r0l](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1709.

1033822

[Aö8D r Cd:C€](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1710.

1033821

[ÄÖÖ\\$5D,,5D BC\\$8CR ?Cä5Ct4Cä<](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[qualdoom's solution](#)

1711.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1712.

103325F

[B\\$5,TccC4> CÔ5C´LCtO CÔ0CtKC\\$0D\\$L](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1713.

103325E

[AD8CÖL D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1714.

103325D

[Ae>ÖüCÖ8Ct0D\\$>D K - 2](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1715.

103325B

[ÄÖÖCÖ=D´9 Dt5D 2DôGCä:](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1716.

103325A

[A\\$Äü\(Aö 4C´O Dä=C,,>D >C](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: — [qualdoom's solution](#)

Rating: — · first AC: 2021-09-23 · last AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: — [qualdoom's solution](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[qualdoom's solution](#)

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[qualdoom's solution](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1728.

102739B

[A000iCD\\$>](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1729.

102739A

[ASKDrBC 2C=0 C,,<Cô@CTAD 8Cä=C,,AD\\$>C](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1730.

102638A

[Listen To Your Heart](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1731.

103112E

[BD>0iCD K](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1732.

102811D

[B500iC,,FC](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1733.

102811C

[AÄ8DräD´5 C´0CDLCE](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1734.

102811B

[AÖ00iD K Cö8D >Cd=D´E](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1735.

102811A

[A 2D\\$>C CD =D´5 CäAD\\$0CÔ>C\\$:C€](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1736.

102811E

[Agar.io](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1737.

103136A

[A00D\\$D](#)

Rating: — · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1738.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)

1739.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[qualdoom's solution](#)