

Unique solved — radoslav11

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1.

1853A

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2.

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3.

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4.

1283A

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5.

1760C

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6.

1535A

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7.

2162A

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8.

1633A

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9.

1520B

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10.

1834A

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11.

1783A

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12.

2044A

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13.

1742B

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14.

1837A

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15.

2153A

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16.

2160A

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17.

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18.

1389A

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19.

2145A

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20.

2155A

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21.

2149B

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22.

2149A

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23.

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24.

2146A

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25.

2147A

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26.

2125A

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27.

2143A

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28.

2148A

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29.

2144A

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30.

2140A

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31.

2139A

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32.

2137A

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33.

2131A

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34.

1624A

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35.

2133B

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36.

1878A

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37.

2136A

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38.

1772A

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39.

2134A

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40.

2133A

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41.

2132A

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42.

2127A

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43.

707A

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44.

1311A

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45.

2126A

[Only One Digit](#) · [Tutorial](#)

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46.

1703B

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47.

2123A

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48.

1296A

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49.

492A

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50.

2120A

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51.

2113A

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52.

2121B

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53.

2121A

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54.

2118A

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55.

2117A

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56.

1915B

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57.

1722A

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58.

2111A

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59.

2116A

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60.

2114A

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61.

2110A

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62.

2094B

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63.

2094A

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64.

1873B

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65.

2109A

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66.

1472B

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67.

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68.

1829B

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69.

2107A

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70.

2108A

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71.

2104A

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Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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72.

2106A

[Dr. TC](#) · [Tutorial](#)

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73.

1791C

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74.

1857A

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Quality: 78,916 global accepts · Rating: 800 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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75.

1619A

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Quality: 62,819 global accepts · Rating: 800 · first AC: 2025-04-20 · PyPy 3-64 (first AC) · Tags: implementation, strings

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76.

2096A

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77.

1370A

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Quality: 64,465 global accepts · Rating: 800 · first AC: 2025-04-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

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78.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2025-04-17 · PyPy 3-64 (first AC) · Tags: greedy, math

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79.

80A

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80.

1374A

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

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81.

2093A

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Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-11 · PyPy 3-64 (first AC) · Tags: math

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82.

1899A

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Quality: 92,738 global accepts · Rating: 800 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: games, math, number theory

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83.

2086A

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Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: math

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84.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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85.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: implementation, strings

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86.

431A

[Black Square](#) · [Tutorial](#)

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87.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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88.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

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89.

703A

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Quality: 66,582 global accepts · Rating: 800 · first AC: 2025-03-28 · PyPy 3-64 (first AC) · Tags: implementation
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90.

2091B

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91.

2091A

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92.

2090A

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93.

2075A

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94.

2082A

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95.

1873A

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96.

2074B

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97.

2074A

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98.

1367A

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99.

2078A

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100.

2055A

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101.

2067A

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Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-03-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

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102.

2071A

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103.

2070A

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104.

2072A

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105.

2069A

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106.

2064A

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107.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,073 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[radoslav11's solution](#)

108.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,630 global accepts · Rating: 800 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, implementation, strings

[radoslav11's solution](#)

109.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

110.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2025-02-08 · Python 3 (first AC) · Tags: math, probabilities

[radoslav11's solution](#)

111.

2059A

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

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[radoslav11's solution](#)

112.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-29 · Python 3 (first AC) · Tags: brute force

[radoslav11's solution](#)

113.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

114.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[radoslav11's solution](#)

115.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

116.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[radoslav11's solution](#)

117.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2025-01-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

118.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2025-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, implementation

[radoslav11's solution](#)

119.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[radoslav11's solution](#)

120.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,510 global accepts · Rating: 800 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: implementation
[radoslav11's solution](#)

121.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2025-01-16 · PyPy 3-64 (first AC) · Tags: implementation, math
[radoslav11's solution](#)

122.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,935 global accepts · Rating: 800 · first AC: 2025-01-15 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[radoslav11's solution](#)

123.

1791A

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

Quality: 80,612 global accepts · Rating: 800 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

124.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,711 global accepts · Rating: 800 · first AC: 2025-01-09 · PyPy 3-64 (first AC) · Tags: implementation
[radoslav11's solution](#)

125.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2025-01-09 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation
[radoslav11's solution](#)

126.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2025-01-08 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

127.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: implementation
[radoslav11's solution](#)

128.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[radoslav11's solution](#)

129.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: implementation
[radoslav11's solution](#)

130.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,743 global accepts · Rating: 800 · first AC: 2025-01-02 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

131.

1409A

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

Quality: 80,419 global accepts · Rating: 800 · first AC: 2025-01-01 · PyPy 3-64 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

132.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,808 global accepts · Rating: 800 · first AC: 2024-12-31 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers

[radoslav11's solution](#)

133.

630A

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

Quality: 93,506 global accepts · Rating: 800 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: number theory

[radoslav11's solution](#)

134.

581A

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

Quality: 84,954 global accepts · Rating: 800 · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

135.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: math

[radoslav11's solution](#)

136.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[radoslav11's solution](#)

137.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

138.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2024-12-26 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

139.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

140.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,710 global accepts · Rating: 800 · first AC: 2024-12-22 · PyPy 3-64 (first AC) · Tags: implementation, math, sortings

[radoslav11's solution](#)

141.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2024-12-19 · Python 3 (first AC) · Tags: implementation, math
[radoslav11's solution](#)

142.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2024-12-18 · Python 3 (first AC) · Tags: implementation, sortings, strings
[radoslav11's solution](#)

143.

155A

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

Quality: 93,661 global accepts · Rating: 800 · first AC: 2024-12-17 · Python 3 (first AC) · Tags: brute force
[radoslav11's solution](#)

144.

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2024-12-13 · Python 3 (first AC) · Tags: math
[radoslav11's solution](#)

145.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2024-12-07 · Python 3 (first AC) · Tags: brute force
[radoslav11's solution](#)

146.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · Python 3 (first AC) · Tags: constructive algorithms, number theory
[radoslav11's solution](#)

147.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2024-11-23 · Python 3 (first AC) · Tags: dp, greedy
[radoslav11's solution](#)

148.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-19 · Python 3 (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

149.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-18 · Python 3 (first AC) · Tags: implementation
[radoslav11's solution](#)

150.

144A

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

Quality: 121,393 global accepts · Rating: 800 · first AC: 2024-11-16 · Python 3 (first AC) · Tags: implementation
[radoslav11's solution](#)

151.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[radoslav11's solution](#)

152.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-10 · Python 3 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

153.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

154.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

155.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[radoslav11's solution](#)

156.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math

[radoslav11's solution](#)

157.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

158.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,160 global accepts · Rating: 800 · first AC: 2024-10-26 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[radoslav11's solution](#)

159.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-24 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, games, math

[radoslav11's solution](#)

160.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[radoslav11's solution](#)

161.

443A

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

Quality: 112,038 global accepts · Rating: 800 · first AC: 2024-10-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

162.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-21 · Python 3 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

163.

61A

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

Quality: 136,206 global accepts · Rating: 800 · first AC: 2024-10-19 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

164.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

165.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-10-15 · Python 3 (first AC) · Tags: binary search, greedy, strings, two pointers

[radoslav11's solution](#)

166.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radoslav11's solution](#)

167.

228A

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

Quality: 139,805 global accepts · Rating: 800 · first AC: 2024-10-12 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

168.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[radoslav11's solution](#)

169.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[radoslav11's solution](#)

170.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

[radoslav11's solution](#)

171.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

172.

2020A

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

Quality: 25,942 global accepts · Rating: 800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[radoslav11's solution](#)

173.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[radoslav11's solution](#)

174.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

175.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2024-09-26 · Python 3 (first AC) · Tags: math
[radoslav11's solution](#)

176.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2024-09-25 · Python 3 (first AC) · Tags: implementation, math
[radoslav11's solution](#)

177.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2024-09-25 · Python 3 (first AC) · Tags: implementation, math
[radoslav11's solution](#)

178.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

179.

467A

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

Quality: 155,926 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

180.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[radoslav11's solution](#)

181.

1030A

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

Quality: 171,452 global accepts · Rating: 800 · first AC: 2024-09-18 · Python 3 (first AC) · Tags: implementation
[radoslav11's solution](#)

182.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[radoslav11's solution](#)

183.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

184.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

185.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

186.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

187.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

188.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,959 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[radoslav11's solution](#)

189.

2008C

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

Quality: 36,478 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[radoslav11's solution](#)

190.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[radoslav11's solution](#)

191.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-03 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[radoslav11's solution](#)

192.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[radoslav11's solution](#)

193.

110A

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

Quality: 199,487 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

194.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

195.

2010A

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

Quality: 21,268 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[radoslav11's solution](#)

196.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

197.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[radoslav11's solution](#)

198.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[radoslav11's solution](#)

199.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[radoslav11's solution](#)

200.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

201.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[radoslav11's solution](#)

202.

281A

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

Quality: 270,969 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

203.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

204.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

205.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[radoslav11's solution](#)

206.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[radoslav11's solution](#)

207.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

208.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

209.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,928 global accepts · Rating: 800 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

210.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[radoslav11's solution](#)

211.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[radoslav11's solution](#)

212.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

213.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[radoslav11's solution](#)

214.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

215.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

216.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[radoslav11's solution](#)

217.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[radoslav11's solution](#)

218.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

219.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[radoslav11's solution](#)

220.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[radoslav11's solution](#)

221.

1983A

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

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

[radoslav11's solution](#)

222.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[radoslav11's solution](#)

223.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

224.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[radoslav11's solution](#)

225.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[radoslav11's solution](#)

226.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[radoslav11's solution](#)

227.

1978B

[New Bakery](#) · [Tutorial](#)

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

[radoslav11's solution](#)

228.

1978A

[Alice and Books](#) · [Tutorial](#)

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

[radoslav11's solution](#)

229.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[radoslav11's solution](#)

230.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

231.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-12 · Python 3 (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

232.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[radoslav11's solution](#)

233.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math

[radoslav11's solution](#)

234.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[radoslav11's solution](#)

235.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[radoslav11's solution](#)

236.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[radoslav11's solution](#)

237.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[radoslav11's solution](#)

238.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · Python 3 (first AC) · Tags: brute force, greedy, implementation, sortings
[radoslav11's solution](#)

239.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[radoslav11's solution](#)

240.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,914 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

241.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2024-05-20 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings
[radoslav11's solution](#)

242.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

243.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2024-05-16 · Python 3 (first AC) · Tags: implementation
[radoslav11's solution](#)

244.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

245.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[radoslav11's solution](#)

246.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[radoslav11's solution](#)

247.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[radoslav11's solution](#)

248.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[radoslav11's solution](#)

249.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[radoslav11's solution](#)

250.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[radoslav11's solution](#)

251.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

252.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[radoslav11's solution](#)

253.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[radoslav11's solution](#)

254.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[radoslav11's solution](#)

255.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,694 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[radoslav11's solution](#)

256.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

257.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

258.

1950A

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

Quality: 69,443 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

259.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[radoslav11's solution](#)

260.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[radoslav11's solution](#)

261.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2024-03-28 · Python 3 (first AC) · Tags: brute force, greedy
[radoslav11's solution](#)

262.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

263.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[radoslav11's solution](#)

264.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[radoslav11's solution](#)

265.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[radoslav11's solution](#)

266.

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2024-03-11 · Python 3 (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

267.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

268.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[radoslav11's solution](#)

269.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

270.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

271.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radoslav11's solution](#)

272.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

273.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[radoslav11's solution](#)

274.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

275.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

276.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,294 global accepts · Rating: 800 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

277.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

278.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-02-20 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

279.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

280.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[radoslav11's solution](#)

281.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[radoslav11's solution](#)

282.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

283.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[radoslav11's solution](#)

284.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[radoslav11's solution](#)

285.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

286.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

287.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-15 · last AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[radoslav11's solution](#)

288.

1519A

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

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-05-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

289.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

290.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

291.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[radoslav11's solution](#)

292.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[radoslav11's solution](#)

293.

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

294.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2019-06-23 · Python 3 (first AC) · Tags: *special, implementation

[radoslav11's solution](#)

295.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2019-06-23 · Python 3 (first AC) · Tags: strings

[radoslav11's solution](#)

296.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[radoslav11's solution](#)

297.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[radoslav11's solution](#)

298.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[radoslav11's solution](#)

299.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

300.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

301.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

302.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

303.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

304.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

305.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

306.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

307.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

308.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[radoslav11's solution](#)

309.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[radoslav11's solution](#)

310.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

311.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

312.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[radoslav11's solution](#)

313.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[radoslav11's solution](#)

314.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

315.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

316.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

317.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

318.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

319.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,141 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

320.

785A

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

Quality: 110,945 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

321.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings
[radoslav11's solution](#)

322.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[radoslav11's solution](#)

323.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[radoslav11's solution](#)

324.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation, math
[radoslav11's solution](#)

325.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2016-07-29 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[radoslav11's solution](#)

326.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

327.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[radoslav11's solution](#)

328.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2016-08-08 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

329.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

330.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

331.

648B

[B > C > D > A](#) · [Tutorial](#)

Quality: 2,157 global accepts · Rating: 800 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[radoslav11's solution](#)

332.

646A

[B > C > D > A](#) · [Tutorial](#)

Rating: 800 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

333.

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[radoslav11's solution](#)

334.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

335.

169A

[Chores](#) · [Tutorial](#)

Quality: 8,181 global accepts · Rating: 800 · first AC: 2015-07-15 · GNU C (first AC) · Tags: sortings

[radoslav11's solution](#)

336.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2015-06-23 · GNU C++11 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

337.

546A

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

Quality: 235,195 global accepts · Rating: 800 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[radoslav11's solution](#)

338.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2015-04-30 · GNU C++ (first AC) · Tags: implementation

[radoslav11's solution](#)

339.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

340.

266B

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

Quality: 166,073 global accepts · Rating: 800 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[radoslav11's solution](#)

341.

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: implementation

[radoslav11's solution](#)

342.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

343.

472A

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

Quality: 70,770 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[radoslav11's solution](#)

344.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: implementation, math

[radoslav11's solution](#)

345.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,417 global accepts · Rating: 900 · first AC: 2025-11-08 · PyPy 3 (first AC) · Tags: brute force, greedy

[radoslav11's solution](#)

346.

1878C

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

Quality: 57,640 global accepts · Rating: 900 · first AC: 2025-11-08 · PyPy 3 (first AC) · Tags: math

[radoslav11's solution](#)

347.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,937 global accepts · Rating: 900 · first AC: 2025-10-28 · PyPy 3 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

348.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2025-10-03 · PyPy 3 (first AC) · Tags: games

[radoslav11's solution](#)

349.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-10-02 · PyPy 3 (first AC) · Tags: math, number theory

[radoslav11's solution](#)

350.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[radoslav11's solution](#)

351.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[radoslav11's solution](#)

352.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-24 · PyPy 3-64 (first AC) · Tags: math

[radoslav11's solution](#)

353.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2025-07-19 · PyPy 3-64 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

354.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-06-06 · PyPy 3-64 (first AC) · Tags: math

[radoslav11's solution](#)

355.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

356.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,500 global accepts · Rating: 900 · first AC: 2025-05-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

357.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: strings

[radoslav11's solution](#)

358.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

359.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

360.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

361.

1374B

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

Quality: 71,581 global accepts · Rating: 900 · first AC: 2025-04-17 · PyPy 3-64 (first AC) · Tags: math

[radoslav11's solution](#)

362.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-15 · PyPy 3-64 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

363.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2025-04-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

364.

313A

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

Quality: 65,037 global accepts · Rating: 900 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: implementation, number theory

[radoslav11's solution](#)

365.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[radoslav11's solution](#)

366.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[radoslav11's solution](#)

367.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

368.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2025-01-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[radoslav11's solution](#)

369.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2025-01-05 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

370.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy

[radoslav11's solution](#)

371.

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-11 · Python 3 (first AC) · Tags: brute force, combinatorics, greedy, strings

[radoslav11's solution](#)

372.

580A

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

Quality: 104,683 global accepts · Rating: 900 · first AC: 2024-12-06 · Python 3 (first AC) · Tags: brute force, dp, implementation

[radoslav11's solution](#)

373.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2024-12-05 · Python 3 (first AC) · Tags: strings

[radoslav11's solution](#)

374.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 900 · first AC: 2024-11-08 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy

[radoslav11's solution](#)

375.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[radoslav11's solution](#)

376.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2024-10-31 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

377.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2024-10-30 · Python 3 (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

378.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

379.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[radoslav11's solution](#)

380.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: math

[radoslav11's solution](#)

381.

2013B

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

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

382.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[radoslav11's solution](#)

383.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

384.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[radoslav11's solution](#)

385.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[radoslav11's solution](#)

386.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

387.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[radoslav11's solution](#)

388.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

389.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

390.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,535 global accepts · Rating: 900 · first AC: 2024-05-18 · Python 3 (first AC) · Tags: brute force, dp, implementation, math
[radoslav11's solution](#)

391.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[radoslav11's solution](#)

392.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: games
[radoslav11's solution](#)

393.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

394.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[radoslav11's solution](#)

395.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

396.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[radoslav11's solution](#)

397.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[radoslav11's solution](#)

398.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[radoslav11's solution](#)

399.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[radoslav11's solution](#)

400.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

401.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[radoslav11's solution](#)

402.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[radoslav11's solution](#)

403.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

404.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[radoslav11's solution](#)

405.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[radoslav11's solution](#)

406.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[radoslav11's solution](#)

407.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

408.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[radoslav11's solution](#)

409.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

410.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[radoslav11's solution](#)

411.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

412.

847G

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

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

413.

776A

[A Serial Killer](#) · [Tutorial](#)

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

[radoslav11's solution](#)

414.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[radoslav11's solution](#)

415.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

416.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

417.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

418.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[radoslav11's solution](#)

419.

670A

[Holidays](#) · [Tutorial](#)

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

[radoslav11's solution](#)

420.

648A

[Aô00r1Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

421.

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[radoslav11's solution](#)

422.

621A

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

Quality: 22,676 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

423.

611A

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

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

[radoslav11's solution](#)

424.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,215 global accepts · Rating: 900 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: math

[radoslav11's solution](#)

425.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 900 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

426.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

427.

556A

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

Quality: 46,388 global accepts · Rating: 900 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: greedy

[radoslav11's solution](#)

428.

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, math, strings

[radoslav11's solution](#)

429.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

430.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

431.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation

[radoslav11's solution](#)

432.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2025-11-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

433.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-08 · PyPy 3 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

434.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,165 global accepts · Rating: 1000 · first AC: 2025-10-04 · PyPy 3 (first AC) · Tags: dp, math

[radoslav11's solution](#)

435.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-10-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[radoslav11's solution](#)

436.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

437.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: dp, greedy

[radoslav11's solution](#)

438.

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[radoslav11's solution](#)

439.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[radoslav11's solution](#)

440.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[radoslav11's solution](#)

441.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

442.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: strings

[radoslav11's solution](#)

443.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

444.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2025-01-14 · PyPy 3-64 (first AC) · Tags: bitmasks

[radoslav11's solution](#)

445.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

446.

339B

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

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2024-12-30 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

447.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

448.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2024-12-16 · Python 3 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

449.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[radoslav11's solution](#)

450.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[radoslav11's solution](#)

451.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2024-11-21 · Python 3 (first AC) · Tags: brute force, math

[radoslav11's solution](#)

452.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2024-09-21 · Python 3 (first AC) · Tags: brute force, number theory

[radoslav11's solution](#)

453.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[radoslav11's solution](#)

454.

2005B1

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

Quality: 24,746 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[radoslav11's solution](#)

455.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

456.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

457.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[radoslav11's solution](#)

458.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[radoslav11's solution](#)

459.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[radoslav11's solution](#)

460.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[radoslav11's solution](#)

461.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[radoslav11's solution](#)

462.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[radoslav11's solution](#)

463.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[radoslav11's solution](#)

464.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,432 global accepts · Rating: 1000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[radoslav11's solution](#)

465.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[radoslav11's solution](#)

466.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[radoslav11's solution](#)

467.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[radoslav11's solution](#)

468.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

469.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[radoslav11's solution](#)

470.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[radoslav11's solution](#)

471.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,244 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[radoslav11's solution](#)

472.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[radoslav11's solution](#)

473.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[radoslav11's solution](#)

474.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[radoslav11's solution](#)

475.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[radoslav11's solution](#)

476.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

477.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

478.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

479.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[radoslav11's solution](#)

480.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

481.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[radoslav11's solution](#)

482.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

483.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[radoslav11's solution](#)

484.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

485.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

486.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

487.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[radoslav11's solution](#)

488.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,195 global accepts · Rating: 1000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

489.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

490.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

491.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[radoslav11's solution](#)

492.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

493.

766B

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

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[radoslav11's solution](#)

494.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[radoslav11's solution](#)

495.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

496.

727A

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

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[radoslav11's solution](#)

497.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

498.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,678 global accepts · Rating: 1000 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

499.

389A

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

Quality: 14,976 global accepts · Rating: 1000 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

500.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: implementation
[radoslav11's solution](#)

501.

672B

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

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[radoslav11's solution](#)

502.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation
[radoslav11's solution](#)

503.

649A

[A NOBÄKCR GC,,AC`0 Aô>C`8C=0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[radoslav11's solution](#)

504.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation
[radoslav11's solution](#)

505.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

506.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,554 global accepts · Rating: 1000 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: combinatorics, math
[radoslav11's solution](#)

507.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: math
[radoslav11's solution](#)

508.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

509.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

510.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

511.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: math

[radoslav11's solution](#)

512.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

513.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2025-11-09 · PyPy 3 (first AC) · Tags: sortings

[radoslav11's solution](#)

514.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2025-10-17 · PyPy 3 (first AC) · Tags: geometry, implementation, math

[radoslav11's solution](#)

515.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-14 · PyPy 3 (first AC) · Tags: greedy, math

[radoslav11's solution](#)

516.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2025-10-03 · PyPy 3 (first AC) · Tags: math

[radoslav11's solution](#)

517.

368B

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

Quality: 49,898 global accepts · Rating: 1100 · first AC: 2025-09-04 · PyPy 3-64 (first AC) · Tags: data structures, dp

[radoslav11's solution](#)

518.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[radoslav11's solution](#)

519.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math
[radoslav11's solution](#)

520.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-05-14 · PyPy 3-64 (first AC) · Tags: greedy, math
[radoslav11's solution](#)

521.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[radoslav11's solution](#)

522.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[radoslav11's solution](#)

523.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

524.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[radoslav11's solution](#)

525.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[radoslav11's solution](#)

526.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,068 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: brute force, dp
[radoslav11's solution](#)

527.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math
[radoslav11's solution](#)

528.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-03-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[radoslav11's solution](#)

529.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[radoslav11's solution](#)

530.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[radoslav11's solution](#)

531.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[radoslav11's solution](#)

532.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[radoslav11's solution](#)

533.

2063B

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

Quality: 23,193 global accepts · Rating: 1100 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[radoslav11's solution](#)

534.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[radoslav11's solution](#)

535.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[radoslav11's solution](#)

536.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2024-11-07 · Python 3 (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

537.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radoslav11's solution](#)

538.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[radoslav11's solution](#)

539.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[radoslav11's solution](#)

540.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, implementation
[radoslav11's solution](#)

541.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-16 · Python 3 (first AC) · Tags: combinatorics, dp, math
[radoslav11's solution](#)

542.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[radoslav11's solution](#)

543.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

544.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[radoslav11's solution](#)

545.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[radoslav11's solution](#)

546.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[radoslav11's solution](#)

547.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

548.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[radoslav11's solution](#)

549.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[radoslav11's solution](#)

550.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[radoslav11's solution](#)

551.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[radoslav11's solution](#)

552.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[radoslav11's solution](#)

553.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[radoslav11's solution](#)

554.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

555.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

556.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[radoslav11's solution](#)

557.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[radoslav11's solution](#)

558.

1966B

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

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

559.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,408 global accepts · Rating: 1100 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[radoslav11's solution](#)

560.

1950D

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

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation,

number theory

[radoslav11's solution](#)

561.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[radoslav11's solution](#)

562.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[radoslav11's solution](#)

563.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[radoslav11's solution](#)

564.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[radoslav11's solution](#)

565.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[radoslav11's solution](#)

566.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

567.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[radoslav11's solution](#)

568.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[radoslav11's solution](#)

569.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[radoslav11's solution](#)

570.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[radoslav11's solution](#)

571.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

572.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

573.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

574.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

575.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[radoslav11's solution](#)

576.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[radoslav11's solution](#)

577.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[radoslav11's solution](#)

578.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

579.

869B

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

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

580.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

581.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

582.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[radoslav11's solution](#)

583.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[radoslav11's solution](#)

584.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[radoslav11's solution](#)

585.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[radoslav11's solution](#)

586.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[radoslav11's solution](#)

587.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[radoslav11's solution](#)

588.

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[radoslav11's solution](#)

589.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[radoslav11's solution](#)

590.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

591.

706B

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

Quality: 84,437 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation
[radoslav11's solution](#)

592.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —
[radoslav11's solution](#)

593.

675A

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

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

[radoslav11's solution](#)

594.

648C

[A<C<D\\$1 B >C >D\\$0](#)

Quality: 1,352 global accepts · Rating: 1100 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radoslav11's solution](#)

595.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[radoslav11's solution](#)

596.

629B

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

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-02-20 · GNU C++11 (first AC) · Tags: brute force

[radoslav11's solution](#)

597.

592B

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

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

[radoslav11's solution](#)

598.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

599.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

600.

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[radoslav11's solution](#)

601.

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

602.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[radoslav11's solution](#)

603.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[radoslav11's solution](#)

604.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: dp, implementation
[radoslav11's solution](#)

605.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

606.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2015-05-05 · GNU C++ (first AC) · Tags: dp
[radoslav11's solution](#)

607.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: brute force, math
[radoslav11's solution](#)

608.

522B

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

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: *special, data structures, dp, implementation
[radoslav11's solution](#)

609.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[radoslav11's solution](#)

610.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-18 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[radoslav11's solution](#)

611.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2025-11-06 · PyPy 3 (first AC) · Tags: sortings
[radoslav11's solution](#)

612.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-09-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[radoslav11's solution](#)

613.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dp
[radoslav11's solution](#)

614.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[radoslav11's solution](#)

615.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: data structures, hashing, math
[radoslav11's solution](#)

616.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

617.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[radoslav11's solution](#)

618.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-21 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[radoslav11's solution](#)

619.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,535 global accepts · Rating: 1200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation
[radoslav11's solution](#)

620.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[radoslav11's solution](#)

621.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

622.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2025-03-18 · PyPy 3-64 (first AC) · Tags: binary search, math
[radoslav11's solution](#)

623.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[radoslav11's solution](#)

624.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
[radoslav11's solution](#)

625.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[radoslav11's solution](#)

626.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: greedy, matrices

[radoslav11's solution](#)

627.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

628.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[radoslav11's solution](#)

629.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2025-01-11 · PyPy 3-64 (first AC) · Tags: implementation

[radoslav11's solution](#)

630.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, sortings

[radoslav11's solution](#)

631.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[radoslav11's solution](#)

632.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[radoslav11's solution](#)

633.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

634.

2005B2

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

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[radoslav11's solution](#)

635.

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[radoslav11's solution](#)

636.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[radoslav11's solution](#)

637.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[radoslav11's solution](#)

638.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

639.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[radoslav11's solution](#)

640.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[radoslav11's solution](#)

641.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[radoslav11's solution](#)

642.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[radoslav11's solution](#)

643.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[radoslav11's solution](#)

644.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[radoslav11's solution](#)

645.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[radoslav11's solution](#)

646.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[radoslav11's solution](#)

647.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[radoslav11's solution](#)

648.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[radoslav11's solution](#)

649.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[radoslav11's solution](#)

650.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

651.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[radoslav11's solution](#)

652.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[radoslav11's solution](#)

653.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[radoslav11's solution](#)

654.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

655.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[radoslav11's solution](#)

656.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[radoslav11's solution](#)

657.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[radoslav11's solution](#)

658.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

659.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[radoslav11's solution](#)

660.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[radoslav11's solution](#)

661.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: implementation

[radoslav11's solution](#)

662.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[radoslav11's solution](#)

663.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[radoslav11's solution](#)

664.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[radoslav11's solution](#)

665.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

666.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[radoslav11's solution](#)

667.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

668.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[radoslav11's solution](#)

669.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[radoslav11's solution](#)

670.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

671.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[radoslav11's solution](#)

672.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

673.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

674.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

675.

914B

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

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[radoslav11's solution](#)

676.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,463 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[radoslav11's solution](#)

677.

908B

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

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

[radoslav11's solution](#)

678.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[radoslav11's solution](#)

679.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

680.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[radoslav11's solution](#)

681.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

682.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers

[radoslav11's solution](#)

683.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[radoslav11's solution](#)

684.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[radoslav11's solution](#)

685.

754A

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

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

686.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

687.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[radoslav11's solution](#)

688.

708A

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

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

[radoslav11's solution](#)

689.

701B

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

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: data structures, math

[radoslav11's solution](#)

690.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

691.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[radoslav11's solution](#)

692.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

693.

591B

[Rebranding](#) · [Tutorial](#)

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

[radoslav11's solution](#)

694.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

695.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[radoslav11's solution](#)

696.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

697.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

698.

546B

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

Quality: 18,608 global accepts · Rating: 1200 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, sortings

[radoslav11's solution](#)

699.

9C

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

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: brute force, implementation, math

[radoslav11's solution](#)

700.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2015-05-14 · GNU C++ (first AC) · Tags: graphs, implementation

[radoslav11's solution](#)

701.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-04-21 · GNU C++ (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[radoslav11's solution](#)

702.

102C

[Homework](#) · [Tutorial](#)

Rating: 1200 · first AC: 2015-02-22 · GNU C++0x (first AC) · Tags: greedy

[radoslav11's solution](#)

703.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

704.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: greedy, implementation, math

[radoslav11's solution](#)

705.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-09 · PyPy 3 (first AC) · Tags: binary search, greedy, strings

[radoslav11's solution](#)

706.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-29 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

707.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[radoslav11's solution](#)

708.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[radoslav11's solution](#)

709.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

710.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-02 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[radoslav11's solution](#)

711.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[radoslav11's solution](#)

712.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

713.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-19 · Python 3 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[radoslav11's solution](#)

714.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[radoslav11's solution](#)

715.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[radoslav11's solution](#)

716.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[radoslav11's solution](#)

717.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2024-12-13 · Python 3 (first AC) · Tags: brute force

[radoslav11's solution](#)

718.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[radoslav11's solution](#)

719.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-12 · Python 3 (first AC) · Tags: brute force, implementation, matrices

[radoslav11's solution](#)

720.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[radoslav11's solution](#)

721.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[radoslav11's solution](#)

722.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2024-10-20 · Python 3 (first AC) · Tags: binary search, implementation, math, number theory

[radoslav11's solution](#)

723.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[radoslav11's solution](#)

724.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[radoslav11's solution](#)

725.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[radoslav11's solution](#)

726.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

727.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[radoslav11's solution](#)

728.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[radoslav11's solution](#)

729.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

730.

1981B

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

Quality: 16,433 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math
[radoslav11's solution](#)

731.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[radoslav11's solution](#)

732.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math
[radoslav11's solution](#)

733.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,499 global accepts · Rating: 1300 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[radoslav11's solution](#)

734.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[radoslav11's solution](#)

735.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[radoslav11's solution](#)

736.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[radoslav11's solution](#)

737.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[radoslav11's solution](#)

738.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[radoslav11's solution](#)

739.

1902C

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

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[radoslav11's solution](#)

740.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[radoslav11's solution](#)

741.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[radoslav11's solution](#)

742.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[radoslav11's solution](#)

743.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[radoslav11's solution](#)

744.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[radoslav11's solution](#)

745.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[radoslav11's solution](#)

746.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[radoslav11's solution](#)

747.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[radoslav11's solution](#)

748.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[radoslav11's solution](#)

749.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

750.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[radoslav11's solution](#)

751.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

752.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[radoslav11's solution](#)

753.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[radoslav11's solution](#)

754.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[radoslav11's solution](#)

755.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[radoslav11's solution](#)

756.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

757.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

758.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

759.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

760.

929B

[A&B & C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · GNU C++ (first AC) · Tags: *special, implementation
[radoslav11's solution](#)

761.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

762.

303A

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

Quality: 8,570 global accepts · Rating: 1300 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[radoslav11's solution](#)

763.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

764.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[radoslav11's solution](#)

765.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

766.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[radoslav11's solution](#)

767.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[radoslav11's solution](#)

768.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

769.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[radoslav11's solution](#)

770.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[radoslav11's solution](#)

771.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,798 global accepts · Rating: 1300 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[radoslav11's solution](#)

772.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

773.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

774.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

775.

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

[radoslav11's solution](#)

776.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

777.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[radoslav11's solution](#)

778.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[radoslav11's solution](#)

779.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[radoslav11's solution](#)

780.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[radoslav11's solution](#)

781.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

782.

598B

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

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2015-11-13 · last AC: 2015-11-22 · GNU C++11 (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

783.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[radoslav11's solution](#)

784.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[radoslav11's solution](#)

785.

567B

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

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

786.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2015-07-14 · GNU C++11 (first AC) · Tags: brute force, dp

[radoslav11's solution](#)

787.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: greedy

[radoslav11's solution](#)

788.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: greedy

[radoslav11's solution](#)

789.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: greedy

[radoslav11's solution](#)

790.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

791.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

792.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[radoslav11's solution](#)

793.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,947 global accepts · Rating: 1300 · first AC: 2015-05-06 · GNU C++ (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

794.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[radoslav11's solution](#)

795.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2015-04-23 · GNU C++ (first AC) · Tags: implementation, sortings

[radoslav11's solution](#)

796.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++ (first AC) · Tags: implementation

[radoslav11's solution](#)

797.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

798.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

799.

472B

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

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[radoslav11's solution](#)

800.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-05-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[radoslav11's solution](#)

801.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[radoslav11's solution](#)

802.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[radoslav11's solution](#)

803.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2025-04-04 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, two pointers

[radoslav11's solution](#)

804.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[radoslav11's solution](#)

805.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[radoslav11's solution](#)

806.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[radoslav11's solution](#)

807.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[radoslav11's solution](#)

808.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[radoslav11's solution](#)

809.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[radoslav11's solution](#)

810.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[radoslav11's solution](#)

811.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[radoslav11's solution](#)

812.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[radoslav11's solution](#)

813.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[radoslav11's solution](#)

814.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

815.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[radoslav11's solution](#)

816.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

817.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[radoslav11's solution](#)

818.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[radoslav11's solution](#)

819.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

820.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[radoslav11's solution](#)

821.

1967B1

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

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

[radoslav11's solution](#)

822.

1967A

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

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

[radoslav11's solution](#)

823.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings
[radoslav11's solution](#)

824.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[radoslav11's solution](#)

825.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

826.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[radoslav11's solution](#)

827.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math
[radoslav11's solution](#)

828.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[radoslav11's solution](#)

829.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

830.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

831.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

832.

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
[radoslav11's solution](#)

833.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[radoslav11's solution](#)

834.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[radoslav11's solution](#)

835.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[radoslav11's solution](#)

836.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[radoslav11's solution](#)

837.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[radoslav11's solution](#)

838.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

839.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

840.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[radoslav11's solution](#)

841.

868B

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Quality: 3,907 global accepts · Rating: 1400 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

842.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

843.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[radoslav11's solution](#)

844.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

845.

929A

[A00001](#) · [C B C\\$5C^>D 8C05CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · GNU C++ (first AC) · Tags: *special, greedy, implementation
[radoslav11's solution](#)

846.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers
[radoslav11's solution](#)

847.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[radoslav11's solution](#)

848.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy
[radoslav11's solution](#)

849.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[radoslav11's solution](#)

850.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[radoslav11's solution](#)

851.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[radoslav11's solution](#)

852.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

853.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[radoslav11's solution](#)

854.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[radoslav11's solution](#)

855.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

856.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[radoslav11's solution](#)

857.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

858.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[radoslav11's solution](#)

859.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[radoslav11's solution](#)

860.

272B

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

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

861.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[radoslav11's solution](#)

862.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[radoslav11's solution](#)

863.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

864.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: 1400 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: binary search, greedy

[radoslav11's solution](#)

865.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[radoslav11's solution](#)

866.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[radoslav11's solution](#)

867.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,986 global accepts · Rating: 1400 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[radoslav11's solution](#)

868.

668A

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

Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation
[radoslav11's solution](#)

869.

649B

[BOBO6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

870.

646B

[AäHöP,1C=0 Cö5D 5CD0Dt8 D >Cä1D"5CÖ8Dö](#)

Rating: 1400 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: *special, strings
[radoslav11's solution](#)

871.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation
[radoslav11's solution](#)

872.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[radoslav11's solution](#)

873.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2015-08-15 · GNU C++11 (first AC) · Tags: dp
[radoslav11's solution](#)

874.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,443 global accepts · Rating: 1400 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force
[radoslav11's solution](#)

875.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: brute force, dp, greedy, implementation
[radoslav11's solution](#)

876.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: data structures, implementation

[radoslav11's solution](#)

877.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, games

[radoslav11's solution](#)

878.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-05-15 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[radoslav11's solution](#)

879.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2015-05-12 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[radoslav11's solution](#)

880.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: dp

[radoslav11's solution](#)

881.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

882.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

883.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[radoslav11's solution](#)

884.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: dp, greedy, math

[radoslav11's solution](#)

885.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[radoslav11's solution](#)

886.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,179 global accepts · Rating: 1400 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[radoslav11's solution](#)

887.

518B

[Tanya and Postcard](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: greedy, implementation, strings
[radoslav11's solution](#)

888.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: greedy, sortings
[radoslav11's solution](#)

889.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2015-02-19 · GNU C++0x (first AC) · Tags: dp, greedy, implementation
[radoslav11's solution](#)

890.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2015-02-18 · GNU C++0x (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

891.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,627 global accepts · Rating: 1400 · first AC: 2015-02-14 · GNU C++0x (first AC) · Tags: brute force, data structures, geometry, implementation, math
[radoslav11's solution](#)

892.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[radoslav11's solution](#)

893.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[radoslav11's solution](#)

894.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[radoslav11's solution](#)

895.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[radoslav11's solution](#)

896.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math
[radoslav11's solution](#)

897.

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[radoslav11's solution](#)

898.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[radoslav11's solution](#)

899.

2060E

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

Quality: 12,251 global accepts · Rating: 1500 · first AC: 2025-02-01 · last AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[radoslav11's solution](#)

900.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[radoslav11's solution](#)

901.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
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902.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,961 global accepts · Rating: 1500 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[radoslav11's solution](#)

903.

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[radoslav11's solution](#)

904.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[radoslav11's solution](#)

905.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[radoslav11's solution](#)

906.

2001C

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Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[radoslav11's solution](#)

907.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[radoslav11's solution](#)

908.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

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

[radoslav11's solution](#)

909.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[radoslav11's solution](#)

910.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

911.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[radoslav11's solution](#)

912.

1950E

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

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[radoslav11's solution](#)

913.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[radoslav11's solution](#)

914.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[radoslav11's solution](#)

915.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[radoslav11's solution](#)

916.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[radoslav11's solution](#)

917.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[radoslav11's solution](#)

918.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[radoslav11's solution](#)

919.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[radoslav11's solution](#)

920.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[radoslav11's solution](#)

921.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

922.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[radoslav11's solution](#)

923.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[radoslav11's solution](#)

924.

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[radoslav11's solution](#)

925.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers
[radoslav11's solution](#)

926.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

927.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[radoslav11's solution](#)

928.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[radoslav11's solution](#)

929.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[radoslav11's solution](#)

930.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[radoslav11's solution](#)

931.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

932.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

933.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

934.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

935.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

936.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[radoslav11's solution](#)

937.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

938.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: greedy

[radoslav11's solution](#)

939.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[radoslav11's solution](#)

940.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[radoslav11's solution](#)

941.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[radoslav11's solution](#)

942.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[radoslav11's solution](#)

943.

576A

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

Quality: 15,927 global accepts · Rating: 1500 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

944.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[radoslav11's solution](#)

945.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

946.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

947.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

948.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[radoslav11's solution](#)

949.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

950.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[radoslav11's solution](#)

951.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

952.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[radoslav11's solution](#)

953.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radoslav11's solution](#)

954.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[radoslav11's solution](#)

955.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[radoslav11's solution](#)

956.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[radoslav11's solution](#)

957.

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[radoslav11's solution](#)

958.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers
[radoslav11's solution](#)

959.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[radoslav11's solution](#)

960.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[radoslav11's solution](#)

961.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[radoslav11's solution](#)

962.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: binary search, implementation

[radoslav11's solution](#)

963.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

964.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: combinatorics

[radoslav11's solution](#)

965.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[radoslav11's solution](#)

966.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2015-09-12 · GNU C++11 (first AC) · Tags: brute force, dp

[radoslav11's solution](#)

967.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: dp, number theory

[radoslav11's solution](#)

968.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

969.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dp, math, matrices
[radoslav11's solution](#)

970.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dp, implementation, math
[radoslav11's solution](#)

971.

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[radoslav11's solution](#)

972.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: *special, brute force, dp, strings
[radoslav11's solution](#)

973.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,641 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, strings
[radoslav11's solution](#)

974.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,133 global accepts · Rating: 1500 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: brute force, dp, math
[radoslav11's solution](#)

975.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2015-05-26 · GNU C++ (first AC) · Tags: binary search, data structures
[radoslav11's solution](#)

976.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2015-05-25 · GNU C++ (first AC) · Tags: greedy, sortings
[radoslav11's solution](#)

977.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,865 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy
[radoslav11's solution](#)

978.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: brute force, two pointers
[radoslav11's solution](#)

979.

166C

[Median](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1500 · first AC: 2015-05-16 · GNU C++ (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

980.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2015-05-12 · GNU C++ (first AC) · Tags: brute force, dp

[radoslav11's solution](#)

981.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: dp

[radoslav11's solution](#)

982.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2015-04-17 · last AC: 2015-04-17 · GNU C++ (first AC) · Tags: bitmasks, greedy, implementation, sortings

[radoslav11's solution](#)

983.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2015-02-24 · GNU C++0x (first AC) · Tags: dsu, implementation

[radoslav11's solution](#)

984.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

985.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[radoslav11's solution](#)

986.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-03-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[radoslav11's solution](#)

987.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[radoslav11's solution](#)

988.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[radoslav11's solution](#)

989.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[radoslav11's solution](#)

990.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[radoslav11's solution](#)

991.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[radoslav11's solution](#)

992.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[radoslav11's solution](#)

993.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[radoslav11's solution](#)

994.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math
[radoslav11's solution](#)

995.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[radoslav11's solution](#)

996.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[radoslav11's solution](#)

997.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,212 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[radoslav11's solution](#)

998.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings
[radoslav11's solution](#)

999.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[radoslav11's solution](#)

1000.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,468 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[radoslav11's solution](#)**1001.**

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)**1002.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)**1003.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)**1004.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[radoslav11's solution](#)**1005.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[radoslav11's solution](#)**1006.**

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

[radoslav11's solution](#)**1007.**

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[radoslav11's solution](#)**1008.**

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[radoslav11's solution](#)**1009.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

1010.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[radoslav11's solution](#)

1011.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[radoslav11's solution](#)

1012.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[radoslav11's solution](#)

1013.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[radoslav11's solution](#)

1014.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[radoslav11's solution](#)

1015.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[radoslav11's solution](#)

1016.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[radoslav11's solution](#)

1017.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[radoslav11's solution](#)

1018.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[radoslav11's solution](#)

1019.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

1020.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, graphs, greedy, sortings, trees

[radoslav11's solution](#)

1021.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1022.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[radoslav11's solution](#)

1023.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1024.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1025.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1026.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[radoslav11's solution](#)

1027.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[radoslav11's solution](#)

1028.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[radoslav11's solution](#)

1029.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[radoslav11's solution](#)

1030.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[radoslav11's solution](#)

1031.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[radoslav11's solution](#)

1032.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · last AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[radoslav11's solution](#)

1033.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[radoslav11's solution](#)

1034.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[radoslav11's solution](#)

1035.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[radoslav11's solution](#)

1036.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[radoslav11's solution](#)

1037.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

1038.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[radoslav11's solution](#)

1039.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: binary search, data structures
[radoslav11's solution](#)

1040.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[radoslav11's solution](#)

1041.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[radoslav11's solution](#)

1042.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[radoslav11's solution](#)

1043.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1044.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[radoslav11's solution](#)

1045.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[radoslav11's solution](#)

1046.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[radoslav11's solution](#)

1047.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[radoslav11's solution](#)

1048.

477A

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

Rating: 1600 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[radoslav11's solution](#)

1049.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[radoslav11's solution](#)

1050.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

1051.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

1052.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1053.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[radoslav11's solution](#)

1054.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[radoslav11's solution](#)

1055.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[radoslav11's solution](#)

1056.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[radoslav11's solution](#)

1057.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[radoslav11's solution](#)

1058.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[radoslav11's solution](#)

1059.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1060.

736A

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

Rating: 1600 · first AC: 2016-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[radoslav11's solution](#)

1061.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[radoslav11's solution](#)

1062.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu

[radoslav11's solution](#)

1063.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-07 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[radoslav11's solution](#)

1064.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[radoslav11's solution](#)

1065.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: dp, strings

[radoslav11's solution](#)

1066.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math

[radoslav11's solution](#)

1067.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[radoslav11's solution](#)

1068.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2016-06-22 · GNU C++11 (first AC) · Tags: implementation

[radoslav11's solution](#)

1069.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[radoslav11's solution](#)

1070.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2016-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[radoslav11's solution](#)

1071.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[radoslav11's solution](#)

1072.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp

[radoslav11's solution](#)

1073.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[radoslav11's solution](#)

1074.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[radoslav11's solution](#)

1075.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-09-28 · GNU C++11 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

1076.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[radoslav11's solution](#)

1077.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2015-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation

[radoslav11's solution](#)

1078.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[radoslav11's solution](#)

1079.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2015-06-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[radoslav11's solution](#)

1080.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2015-05-24 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

[radoslav11's solution](#)

1081.

493C

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

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2015-05-13 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[radoslav11's solution](#)

1082.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2015-05-11 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[radoslav11's solution](#)

1083.

318C

[Perfect Pair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-05-01 · GNU C++ (first AC) · Tags: greedy, math

[radoslav11's solution](#)

1084.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2015-04-23 · GNU C++ (first AC) · Tags: dfs and similar

[radoslav11's solution](#)

1085.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: dp, implementation, trees

[radoslav11's solution](#)

1086.

447C

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

Rating: 1600 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: dp

[radoslav11's solution](#)

1087.

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math

[radoslav11's solution](#)

1088.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings

[radoslav11's solution](#)

1089.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

1090.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[radoslav11's solution](#)

1091.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[radoslav11's solution](#)

1092.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[radoslav11's solution](#)

1093.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-16 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[radoslav11's solution](#)

1094.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[radoslav11's solution](#)

1095.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,028 global accepts · Rating: 1700 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[radoslav11's solution](#)**1096.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[radoslav11's solution](#)**1097.**

2010C2

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

Quality: 4,582 global accepts · Rating: 1700 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[radoslav11's solution](#)**1098.**

2006A

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

Quality: 9,367 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[radoslav11's solution](#)**1099.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[radoslav11's solution](#)**1100.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-15 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[radoslav11's solution](#)**1101.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[radoslav11's solution](#)**1102.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,768 global accepts · Rating: 1700 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[radoslav11's solution](#)**1103.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[radoslav11's solution](#)**1104.**

1985H1

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

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, dsu, graphs, implementation

[radoslav11's solution](#)

1105.

1984C2

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

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

[radoslav11's solution](#)

1106.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[radoslav11's solution](#)

1107.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[radoslav11's solution](#)

1108.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[radoslav11's solution](#)

1109.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[radoslav11's solution](#)

1110.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

1111.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[radoslav11's solution](#)

1112.

1942C2

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

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

[radoslav11's solution](#)

1113.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[radoslav11's solution](#)

1114.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[radoslav11's solution](#)

1115.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[radoslav11's solution](#)

1116.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[radoslav11's solution](#)

1117.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[radoslav11's solution](#)

1118.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[radoslav11's solution](#)

1119.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[radoslav11's solution](#)

1120.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[radoslav11's solution](#)

1121.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1122.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[radoslav11's solution](#)

1123.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[radoslav11's solution](#)

1124.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[radoslav11's solution](#)

1125.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[radoslav11's solution](#)

1126.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[radoslav11's solution](#)

1127.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[radoslav11's solution](#)

1128.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[radoslav11's solution](#)

1129.

1368D

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

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[radoslav11's solution](#)

1130.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[radoslav11's solution](#)

1131.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[radoslav11's solution](#)

1132.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[radoslav11's solution](#)

1133.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[radoslav11's solution](#)

1134.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[radoslav11's solution](#)

1135.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[radoslav11's solution](#)

1136.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[radoslav11's solution](#)

1137.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[radoslav11's solution](#)

1138.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[radoslav11's solution](#)

1139.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[radoslav11's solution](#)

1140.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

1141.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[radoslav11's solution](#)

1142.

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[radoslav11's solution](#)

1143.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[radoslav11's solution](#)

1144.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[radoslav11's solution](#)

1145.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[radoslav11's solution](#)

1146.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[radoslav11's solution](#)

1147.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[radoslav11's solution](#)

1148.

833A

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

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1149.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[radoslav11's solution](#)

1150.

966B

[Resource Distribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[radoslav11's solution](#)

1151.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[radoslav11's solution](#)

1152.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1153.

929C

[Antonia](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · GNU C++ (first AC) · Tags: *special, combinatorics, math

[radoslav11's solution](#)

1154.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[radoslav11's solution](#)

1155.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing,

implementation

[radoslav11's solution](#)

1156.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[radoslav11's solution](#)

1157.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

1158.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[radoslav11's solution](#)

1159.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[radoslav11's solution](#)

1160.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings

[radoslav11's solution](#)

1161.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[radoslav11's solution](#)

1162.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[radoslav11's solution](#)

1163.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[radoslav11's solution](#)

1164.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[radoslav11's solution](#)

1165.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,830 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[radoslav11's solution](#)

1166.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[radoslav11's solution](#)

1167.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[radoslav11's solution](#)

1168.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

1169.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[radoslav11's solution](#)

1170.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[radoslav11's solution](#)

1171.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math
[radoslav11's solution](#)

1172.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[radoslav11's solution](#)

1173.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: dp, greedy, math
[radoslav11's solution](#)

1174.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation, math
[radoslav11's solution](#)

1175.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —
[radoslav11's solution](#)

1176.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math
[radoslav11's solution](#)

1177.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dsu, strings
[radoslav11's solution](#)

1178.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[radoslav11's solution](#)

1179.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[radoslav11's solution](#)

1180.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1700 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: sortings, strings
[radoslav11's solution](#)

1181.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures
[radoslav11's solution](#)

1182.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, implementation, math
[radoslav11's solution](#)

1183.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities
[radoslav11's solution](#)

1184.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: sortings
[radoslav11's solution](#)

1185.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[radoslav11's solution](#)

1186.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[radoslav11's solution](#)

1187.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[radoslav11's solution](#)

1188.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,887 global accepts · Rating: 1700 · first AC: 2015-09-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[radoslav11's solution](#)

1189.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1190.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[radoslav11's solution](#)

1191.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[radoslav11's solution](#)

1192.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[radoslav11's solution](#)

1193.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[radoslav11's solution](#)

1194.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2015-06-17 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1195.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[radoslav11's solution](#)

1196.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[radoslav11's solution](#)

1197.

546D

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

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-05-22 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math, number theory

[radoslav11's solution](#)

1198.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2015-05-20 · GNU C++ (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

1199.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2015-05-06 · GNU C++ (first AC) · Tags: dp

[radoslav11's solution](#)

1200.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2015-05-04 · GNU C++ (first AC) · Tags: dp

[radoslav11's solution](#)

1201.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2015-04-28 · GNU C++ (first AC) · Tags: dp, sortings

[radoslav11's solution](#)

1202.

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-04-22 · GNU C++ (first AC) · Tags: implementation, math, trees

[radoslav11's solution](#)

1203.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1700 · first AC: 2015-02-20 · GNU C++0x (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

1204.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[radoslav11's solution](#)

1205.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[radoslav11's solution](#)

1206.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[radoslav11's solution](#)

1207.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[radoslav11's solution](#)

1208.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[radoslav11's solution](#)

1209.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[radoslav11's solution](#)

1210.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[radoslav11's solution](#)

1211.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[radoslav11's solution](#)

1212.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[radoslav11's solution](#)

1213.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[radoslav11's solution](#)

1214.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[radoslav11's solution](#)

1215.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

1216.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[radoslav11's solution](#)

1217.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[radoslav11's solution](#)

1218.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[radoslav11's solution](#)

1219.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[radoslav11's solution](#)

1220.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[radoslav11's solution](#)

1221.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[radoslav11's solution](#)

1222.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[radoslav11's solution](#)

1223.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[radoslav11's solution](#)

1224.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[radoslav11's solution](#)

1225.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[radoslav11's solution](#)

1226.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[radoslav11's solution](#)

1227.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[radoslav11's solution](#)

1228.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[radoslav11's solution](#)

1229.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[radoslav11's solution](#)

1230.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[radoslav11's solution](#)

1231.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1232.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[radoslav11's solution](#)

1233.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[radoslav11's solution](#)

1234.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[radoslav11's solution](#)

1235.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[radoslav11's solution](#)

1236.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1237.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[radoslav11's solution](#)

1238.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[radoslav11's solution](#)

1239.

1077E

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

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[radoslav11's solution](#)

1240.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[radoslav11's solution](#)

1241.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[radoslav11's solution](#)

1242.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[radoslav11's solution](#)

1243.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1244.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[radoslav11's solution](#)

1245.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[radoslav11's solution](#)

1246.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1247.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[radoslav11's solution](#)

1248.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
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1249.

351A

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

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
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1250.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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1251.

914C

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Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
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1252.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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1253.

440C

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Quality: 1,139 global accepts · Rating: 1800 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer
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1254.

420B

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Quality: 1,172 global accepts · Rating: 1800 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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1255.

883K

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Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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1256.

883H

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1257.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
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1258.

847C

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1259.

847E

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Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[radoslav11's solution](#)

1260.

853B

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Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

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1261.

846F

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Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[radoslav11's solution](#)

1262.

827B

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Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[radoslav11's solution](#)

1263.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[radoslav11's solution](#)

1264.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1265.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[radoslav11's solution](#)

1266.

800A

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Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[radoslav11's solution](#)

1267.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[radoslav11's solution](#)

1268.

671A

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

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[radoslav11's solution](#)

1269.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[radoslav11's solution](#)

1270.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[radoslav11's solution](#)

1271.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[radoslav11's solution](#)

1272.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2016-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[radoslav11's solution](#)

1273.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, greedy

[radoslav11's solution](#)

1274.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[radoslav11's solution](#)

1275.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[radoslav11's solution](#)

1276.

706D

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Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[radoslav11's solution](#)

1277.

701E

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Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[radoslav11's solution](#)

1278.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[radoslav11's solution](#)

1279.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-10 · last AC: 2016-07-10 · GNU C++11 (first AC) · Tags: combinatorics
[radoslav11's solution](#)

1280.

604D

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

Rating: 1800 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dsu, math, number theory
[radoslav11's solution](#)

1281.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-07-01 · last AC: 2016-07-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[radoslav11's solution](#)

1282.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++11 (first AC) · Tags: data structures, trees
[radoslav11's solution](#)

1283.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, expression parsing, greedy, math
[radoslav11's solution](#)

1284.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities
[radoslav11's solution](#)

1285.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2016-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, trees
[radoslav11's solution](#)

1286.

220B

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Quality: 12,883 global accepts · Rating: 1800 · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[radoslav11's solution](#)

1287.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: data structures, implementation
[radoslav11's solution](#)

1288.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[radoslav11's solution](#)

1289.

580D

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Quality: 11,874 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++11 (first AC) · Tags: bitmasks, dp

[radoslav11's solution](#)

1290.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2015-08-30 · GNU C++11 (first AC) · Tags: binary search, dp, two pointers

[radoslav11's solution](#)

1291.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1292.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1293.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[radoslav11's solution](#)

1294.

245H

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Quality: 9,059 global accepts · Rating: 1800 · first AC: 2015-05-27 · last AC: 2015-05-29 · GNU C++ (first AC) · Tags: dp, hashing, strings

[radoslav11's solution](#)

1295.

478C

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

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2015-05-28 · GNU C++11 (first AC) · Tags: greedy

[radoslav11's solution](#)

1296.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2015-05-27 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[radoslav11's solution](#)

1297.

488C

[Fight the Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

1298.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2025-10-12 · PyPy 3 (first AC) · Tags: graphs, shortest paths

[radoslav11's solution](#)

1299.

2089B1

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Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[radoslav11's solution](#)

1300.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[radoslav11's solution](#)

1301.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[radoslav11's solution](#)

1302.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[radoslav11's solution](#)

1303.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[radoslav11's solution](#)

1304.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[radoslav11's solution](#)

1305.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[radoslav11's solution](#)

1306.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[radoslav11's solution](#)

1307.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[radoslav11's solution](#)

1308.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

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1309.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[radoslav11's solution](#)

1310.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
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1311.

1994D

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Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[radoslav11's solution](#)

1312.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[radoslav11's solution](#)

1313.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[radoslav11's solution](#)

1314.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings
[radoslav11's solution](#)

1315.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[radoslav11's solution](#)

1316.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[radoslav11's solution](#)

1317.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math
[radoslav11's solution](#)

1318.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
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1319.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
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1320.

1945F

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Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[radoslav11's solution](#)

1321.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[radoslav11's solution](#)

1322.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[radoslav11's solution](#)

1323.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation
[radoslav11's solution](#)

1324.

1922D

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Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[radoslav11's solution](#)

1325.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[radoslav11's solution](#)

1326.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[radoslav11's solution](#)

1327.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[radoslav11's solution](#)

1328.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
[radoslav11's solution](#)

1329.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[radoslav11's solution](#)

1330.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2022-06-16 · last AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[radoslav11's solution](#)

1331.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[radoslav11's solution](#)

1332.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[radoslav11's solution](#)

1333.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[radoslav11's solution](#)

1334.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[radoslav11's solution](#)

1335.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[radoslav11's solution](#)

1336.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[radoslav11's solution](#)

1337.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[radoslav11's solution](#)

1338.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[radoslav11's solution](#)

1339.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[radoslav11's solution](#)

1340.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,442 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[radoslav11's solution](#)

1341.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: data structures, greedy, implementation

[radoslav11's solution](#)

1342.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[radoslav11's solution](#)

1343.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[radoslav11's solution](#)

1344.

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[radoslav11's solution](#)

1345.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1346.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[radoslav11's solution](#)

1347.

1078A

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

Rating: 1900 · first AC: 2018-11-18 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[radoslav11's solution](#)

1348.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1349.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[radoslav11's solution](#)

1350.

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1351.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

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1352.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1353.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

1354.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[radoslav11's solution](#)

1355.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[radoslav11's solution](#)

1356.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

1357.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[radoslav11's solution](#)

1358.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[radoslav11's solution](#)

1359.

1000D

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

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[radoslav11's solution](#)

1360.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[radoslav11's solution](#)

1361.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[radoslav11's solution](#)

1362.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[radoslav11's solution](#)

1363.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
[radoslav11's solution](#)

1364.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[radoslav11's solution](#)

1365.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities
[radoslav11's solution](#)

1366.

356B

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

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[radoslav11's solution](#)

1367.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[radoslav11's solution](#)

1368.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2018-02-09 · last AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings
[radoslav11's solution](#)

1369.

477B

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

Rating: 1900 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[radoslav11's solution](#)

1370.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · last AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[radoslav11's solution](#)

1371.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp
[radoslav11's solution](#)

1372.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers
[radoslav11's solution](#)

1373.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[radoslav11's solution](#)

1374.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[radoslav11's solution](#)

1375.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, math
[radoslav11's solution](#)

1376.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers
[radoslav11's solution](#)

1377.

819B

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

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[radoslav11's solution](#)

1378.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy
[radoslav11's solution](#)

1379.

702D

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

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: math
[radoslav11's solution](#)

1380.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[radoslav11's solution](#)

1381.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees
[radoslav11's solution](#)

1382.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths
[radoslav11's solution](#)

1383.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math
[radoslav11's solution](#)

1384.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp
[radoslav11's solution](#)

1385.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees
[radoslav11's solution](#)

1386.

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: *special
[radoslav11's solution](#)

1387.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2016-03-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
[radoslav11's solution](#)

1388.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
[radoslav11's solution](#)

1389.

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2016-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy
[radoslav11's solution](#)

1390.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, probabilities
[radoslav11's solution](#)

1391.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: data structures, trees
[radoslav11's solution](#)

1392.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[radoslav11's solution](#)

1393.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2015-09-27 · last AC: 2015-11-17 · GNU C++11 (first AC) · Tags: dp, sortings
[radoslav11's solution](#)

1394.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2015-11-12 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings
[radoslav11's solution](#)

1395.

359C

[Prime Number](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: math, number theory
[radoslav11's solution](#)

1396.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2015-09-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math
[radoslav11's solution](#)

1397.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2015-08-31 · GNU C++11 (first AC) · Tags: brute force, dp
[radoslav11's solution](#)

1398.

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 1900 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: dp, flows, greedy
[radoslav11's solution](#)

1399.

558C

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Quality: 4,205 global accepts · Rating: 1900 · first AC: 2015-07-15 · last AC: 2015-07-15 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[radoslav11's solution](#)

1400.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[radoslav11's solution](#)

1401.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp
[radoslav11's solution](#)

1402.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2015-06-10 · GNU C++11 (first AC) · Tags: dp, probabilities
[radoslav11's solution](#)

1403.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

1404.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: combinatorics, dp

[radoslav11's solution](#)

1405.

505C

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

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2015-04-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, two pointers

[radoslav11's solution](#)

1406.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[radoslav11's solution](#)

1407.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[radoslav11's solution](#)

1408.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

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1409.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[radoslav11's solution](#)

1410.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[radoslav11's solution](#)

1411.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[radoslav11's solution](#)

1412.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[radoslav11's solution](#)

1413.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[radoslav11's solution](#)

1414.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees
[radoslav11's solution](#)

1415.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[radoslav11's solution](#)

1416.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[radoslav11's solution](#)

1417.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[radoslav11's solution](#)

1418.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers
[radoslav11's solution](#)

1419.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

1420.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[radoslav11's solution](#)

1421.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[radoslav11's solution](#)

1422.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[radoslav11's solution](#)

1423.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[radoslav11's solution](#)

1424.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[radoslav11's solution](#)

1425.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[radoslav11's solution](#)

1426.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings, strings

[radoslav11's solution](#)

1427.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[radoslav11's solution](#)

1428.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

1429.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1430.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

1431.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[radoslav11's solution](#)

1432.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2019-07-26 · Python 3 (first AC) · Tags: dfs and similar, graphs, greedy

[radoslav11's solution](#)

1433.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings,

ternary search, two pointers

[radoslav11's solution](#)

1434.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[radoslav11's solution](#)

1435.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[radoslav11's solution](#)

1436.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1437.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[radoslav11's solution](#)

1438.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[radoslav11's solution](#)

1439.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[radoslav11's solution](#)

1440.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[radoslav11's solution](#)

1441.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[radoslav11's solution](#)

1442.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[radoslav11's solution](#)

1443.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math

[radoslav11's solution](#)

1444.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[radoslav11's solution](#)

1445.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[radoslav11's solution](#)

1446.

464B

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766E

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Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[radoslav11's solution](#)

1547.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[radoslav11's solution](#)

1548.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[radoslav11's solution](#)

1549.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: data structures, graphs

[radoslav11's solution](#)

1550.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[radoslav11's solution](#)

1551.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2016-08-27 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[radoslav11's solution](#)

1552.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: greedy, two pointers

[radoslav11's solution](#)

1553.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[radoslav11's solution](#)

1554.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[radoslav11's solution](#)

1555.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

1556.

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2016-06-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[radoslav11's solution](#)

1557.

103D

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

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[radoslav11's solution](#)

1558.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

1559.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[radoslav11's solution](#)

1560.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: dp, geometry
[radoslav11's solution](#)

1561.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2016-04-03 · GNU C++11 (first AC) · Tags: geometry, ternary search
[radoslav11's solution](#)

1562.

649E

[A 206a CD](#)

Quality: 156 global accepts · Rating: 2100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings
[radoslav11's solution](#)

1563.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[radoslav11's solution](#)

1564.

333D

[Characteristics of Rectangles](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings
[radoslav11's solution](#)

1565.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures
[radoslav11's solution](#)

1566.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[radoslav11's solution](#)

1567.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[radoslav11's solution](#)

1568.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2016-01-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1569.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: greedy, implementation

[radoslav11's solution](#)

1570.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[radoslav11's solution](#)

1571.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, math

[radoslav11's solution](#)

1572.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2015-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[radoslav11's solution](#)

1573.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[radoslav11's solution](#)

1574.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[radoslav11's solution](#)

1575.

525E

[Anyia and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2015-10-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[radoslav11's solution](#)

1576.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[radoslav11's solution](#)

1577.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: flows, graphs, math

[radoslav11's solution](#)

1578.

266C

[Below the Diagonal](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 2100 · first AC: 2015-02-16 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, math

[radoslav11's solution](#)

1579.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[radoslav11's solution](#)

1580.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[radoslav11's solution](#)

1581.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[radoslav11's solution](#)

1582.

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[radoslav11's solution](#)

1583.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[radoslav11's solution](#)

1584.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[radoslav11's solution](#)

1585.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[radoslav11's solution](#)

1586.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[radoslav11's solution](#)

1587.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[radoslav11's solution](#)

1588.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[radoslav11's solution](#)

1589.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[radoslav11's solution](#)

1590.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[radoslav11's solution](#)

1591.

1985H2

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

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[radoslav11's solution](#)

1592.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[radoslav11's solution](#)

1593.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[radoslav11's solution](#)

1594.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[radoslav11's solution](#)

1595.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[radoslav11's solution](#)

1596.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[radoslav11's solution](#)

1597.

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

[radoslav11's solution](#)

1598.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1599.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[radoslav11's solution](#)

1600.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[radoslav11's solution](#)

1601.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[radoslav11's solution](#)

1602.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[radoslav11's solution](#)

1603.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[radoslav11's solution](#)

1604.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[radoslav11's solution](#)

1605.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[radoslav11's solution](#)

1606.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[radoslav11's solution](#)

1607.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[radoslav11's solution](#)

1608.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[radoslav11's solution](#)

1609.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[radoslav11's solution](#)

1610.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[radoslav11's solution](#)

1611.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[radoslav11's solution](#)

1612.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[radoslav11's solution](#)

1613.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[radoslav11's solution](#)

1614.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[radoslav11's solution](#)

1615.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-11 · last AC: 2018-05-11 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[radoslav11's solution](#)

1616.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[radoslav11's solution](#)

1617.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[radoslav11's solution](#)

1618.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radoslav11's solution](#)

1619.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1620.

477C

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

Rating: 2200 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1621.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[radoslav11's solution](#)

1622.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[radoslav11's solution](#)

1623.

440D

[Berland Federalization](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[radoslav11's solution](#)

1624.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

1625.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[radoslav11's solution](#)

1626.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[radoslav11's solution](#)

1627.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[radoslav11's solution](#)

1628.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[radoslav11's solution](#)

1629.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[radoslav11's solution](#)

1630.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[radoslav11's solution](#)

1631.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[radoslav11's solution](#)

1632.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[radoslav11's solution](#)

1633.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

1634.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[radoslav11's solution](#)

1635.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[radoslav11's solution](#)

1636.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[radoslav11's solution](#)

1637.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[radoslav11's solution](#)

1638.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: dsu, graphs, sortings, trees

[radoslav11's solution](#)

1639.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: data structures, greedy
[radoslav11's solution](#)

1640.

663C

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-08-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[radoslav11's solution](#)

1641.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: trees
[radoslav11's solution](#)

1642.

604E

[Lieses of Legendre](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: games, math
[radoslav11's solution](#)

1643.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[radoslav11's solution](#)

1644.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-04-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[radoslav11's solution](#)

1645.

431E

[Chemistry Experiment](#) · [Tutorial](#)

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1646.

369E

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1647.

645E

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1648.

653D

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1649.

301D

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1650.

406D

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1651.

429D

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Quality: 3,232 global accepts · Rating: 2200 · first AC: 2016-03-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
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1652.

617E

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1653.

508E

[Arthur and Brackets](#) · [Tutorial](#)

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1654.

282E

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Quality: 4,327 global accepts · Rating: 2200 · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
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1655.

592D

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Quality: 2,966 global accepts · Rating: 2200 · first AC: 2015-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
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1656.

590C

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1657.

86D

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1658.

507D

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1659.

486E

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1660.

570D

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332C

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1662.

2097B

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1663.

2089B2

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1664.

2066C

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1665.

2063E

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1666.

2057E1

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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1667.

2035E

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Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

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1668.

2006C

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Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

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1669.

2002D2

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1670.

2002E

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1671.

1983E

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Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
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1672.

1982E

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Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
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1673.

1989E

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1674.

1980G

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1977D

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1965C

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1967C

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1678.

1942E

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1679.

1943C

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1680.

1842E

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1681.

1824B2

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1693C

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1534E

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Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

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1686.

1528C

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1687.

1464C

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1688.

1314D

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1404C

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1396C

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1292C

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1073E

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1093G

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1702.

1009F

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993E

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895E

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1706.

891C

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600E

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1708.

845G

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1709.

802G3

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800C

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1711.

547C

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1712.

788C

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1713.

786B

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1714.

213D

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1715.

111D

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1716.

123D

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1717.

87D

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1718.

126D

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1719.

762D

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1720.

732F

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727F

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1722.

718C

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1723.

38G

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1724.

76F

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1725.

708C

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1726.

414D

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1727.

403D

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1728.

36D

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1729.

154C

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610D

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1731.

553D

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1732.

585D

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Quality: 2,038 global accepts · Rating: 2300 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[radoslav11's solution](#)

1733.

317D

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1734.

425D

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1735.

438D

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1736.

487C

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383D

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1738.

570E

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1739.

2097C

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Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

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1740.

2086E

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1741.

2084E

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[radoslav11's solution](#)

1742.

2063F1

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Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[radoslav11's solution](#)

1743.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

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1744.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[radoslav11's solution](#)

1745.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[radoslav11's solution](#)

1746.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[radoslav11's solution](#)

1747.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[radoslav11's solution](#)

1748.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[radoslav11's solution](#)

1749.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[radoslav11's solution](#)

1750.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[radoslav11's solution](#)

1751.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[radoslav11's solution](#)

1752.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[radoslav11's solution](#)

1753.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[radoslav11's solution](#)

1754.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[radoslav11's solution](#)

1755.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1756.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[radoslav11's solution](#)

1757.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[radoslav11's solution](#)

1758.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[radoslav11's solution](#)

1759.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[radoslav11's solution](#)

1760.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[radoslav11's solution](#)

1761.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[radoslav11's solution](#)

1762.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[radoslav11's solution](#)

1763.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

1764.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1765.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[radoslav11's solution](#)

1766.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[radoslav11's solution](#)

1767.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[radoslav11's solution](#)

1768.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1769.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[radoslav11's solution](#)

1770.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[radoslav11's solution](#)

1771.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-02 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[radoslav11's solution](#)

1772.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[radoslav11's solution](#)

1773.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[radoslav11's solution](#)

1774.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation,

math

[radoslav11's solution](#)

1775.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[radoslav11's solution](#)

1776.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[radoslav11's solution](#)

1777.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

1778.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[radoslav11's solution](#)

1779.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[radoslav11's solution](#)

1780.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[radoslav11's solution](#)

1781.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2018-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[radoslav11's solution](#)

1782.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[radoslav11's solution](#)

1783.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1784.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[radoslav11's solution](#)

1785.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[radoslav11's solution](#)

1786.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[radoslav11's solution](#)

1787.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees
[radoslav11's solution](#)

1788.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[radoslav11's solution](#)

1789.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[radoslav11's solution](#)

1790.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2017-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[radoslav11's solution](#)

1791.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings
[radoslav11's solution](#)

1792.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math
[radoslav11's solution](#)

1793.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[radoslav11's solution](#)

1794.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[radoslav11's solution](#)

1795.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[radoslav11's solution](#)

1796.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[radoslav11's solution](#)

1797.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[radoslav11's solution](#)

1798.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, matrices
[radoslav11's solution](#)

1799.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2017-04-13 · last AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[radoslav11's solution](#)

1800.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[radoslav11's solution](#)

1801.

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[radoslav11's solution](#)

1802.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[radoslav11's solution](#)

1803.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar
[radoslav11's solution](#)

1804.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

1805.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[radoslav11's solution](#)

1806.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[radoslav11's solution](#)

1807.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees
[radoslav11's solution](#)

1808.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2016-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices
[radoslav11's solution](#)

1809.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[radoslav11's solution](#)

1810.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp
[radoslav11's solution](#)

1811.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2016-07-17 · last AC: 2016-08-31 · GNU C++11 (first AC) · Tags: data structures
[radoslav11's solution](#)

1812.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[radoslav11's solution](#)

1813.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2016-07-19 · last AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[radoslav11's solution](#)

1814.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[radoslav11's solution](#)

1815.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2015-09-03 · last AC: 2016-05-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[radoslav11's solution](#)

1816.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2016-04-26 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[radoslav11's solution](#)

1817.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: data structures, dp

[radoslav11's solution](#)

1818.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-04-03 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[radoslav11's solution](#)

1819.

657C

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

Rating: 2400 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: sortings, two pointers

[radoslav11's solution](#)

1820.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2016-03-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[radoslav11's solution](#)

1821.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2016-03-02 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[radoslav11's solution](#)

1822.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[radoslav11's solution](#)

1823.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[radoslav11's solution](#)

1824.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[radoslav11's solution](#)

1825.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2015-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[radoslav11's solution](#)

1826.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: dp, matrices

[radoslav11's solution](#)

1827.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2015-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[radoslav11's solution](#)

1828.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[radoslav11's solution](#)

1829.

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[radoslav11's solution](#)

1830.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[radoslav11's solution](#)

1831.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[radoslav11's solution](#)

1832.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[radoslav11's solution](#)

1833.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[radoslav11's solution](#)

1834.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[radoslav11's solution](#)

1835.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[radoslav11's solution](#)

1836.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[radoslav11's solution](#)

1837.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[radoslav11's solution](#)

1838.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[radoslav11's solution](#)

1839.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[radoslav11's solution](#)

1840.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[radoslav11's solution](#)

1841.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[radoslav11's solution](#)

1842.

1945G

[Cook and Porridge](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, implementation

[radoslav11's solution](#)

1843.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[radoslav11's solution](#)

1844.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[radoslav11's solution](#)

1845.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[radoslav11's solution](#)

1846.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[radoslav11's solution](#)

1847.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[radoslav11's solution](#)

1848.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[radoslav11's solution](#)

1849.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[radoslav11's solution](#)

1850.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[radoslav11's solution](#)

1851.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[radoslav11's solution](#)

1852.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[radoslav11's solution](#)

1853.

1314B

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

Rating: 2500 · first AC: 2020-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[radoslav11's solution](#)

1854.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[radoslav11's solution](#)

1855.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[radoslav11's solution](#)

1856.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[radoslav11's solution](#)

1857.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[radoslav11's solution](#)

1858.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[radoslav11's solution](#)

1859.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

1860.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[radoslav11's solution](#)

1861.

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[radoslav11's solution](#)

1862.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[radoslav11's solution](#)

1863.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[radoslav11's solution](#)

1864.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[radoslav11's solution](#)

1865.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[radoslav11's solution](#)

1866.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[radoslav11's solution](#)

1867.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-10-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[radoslav11's solution](#)

1868.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math
[radoslav11's solution](#)

1869.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[radoslav11's solution](#)

1870.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

1871.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[radoslav11's solution](#)

1872.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[radoslav11's solution](#)

1873.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[radoslav11's solution](#)

1874.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · last AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

1875.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[radoslav11's solution](#)

1876.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[radoslav11's solution](#)

1877.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[radoslav11's solution](#)

1878.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[radoslav11's solution](#)

1879.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[radoslav11's solution](#)

1880.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · last AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

1881.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2017-12-26 · last AC: 2017-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[radoslav11's solution](#)

1882.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1883.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[radoslav11's solution](#)

1884.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-19 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[radoslav11's solution](#)

1885.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-17 · last AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[radoslav11's solution](#)

1886.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · last AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[radoslav11's solution](#)

1887.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[radoslav11's solution](#)

1888.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

1889.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[radoslav11's solution](#)

1890.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[radoslav11's solution](#)

1891.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs
[radoslav11's solution](#)

1892.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2017-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

1893.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[radoslav11's solution](#)

1894.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

1895.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-07-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures
[radoslav11's solution](#)

1896.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: brute force, data structures
[radoslav11's solution](#)

1897.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[radoslav11's solution](#)

1898.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings

[radoslav11's solution](#)

1899.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: flows, graphs

[radoslav11's solution](#)

1900.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: data structures, geometry

[radoslav11's solution](#)

1901.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2016-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[radoslav11's solution](#)

1902.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2015-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[radoslav11's solution](#)

1903.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[radoslav11's solution](#)

1904.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[radoslav11's solution](#)

1905.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[radoslav11's solution](#)

1906.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[radoslav11's solution](#)

1907.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[radoslav11's solution](#)

1908.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[radoslav11's solution](#)

1909.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[radoslav11's solution](#)

1910.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[radoslav11's solution](#)

1911.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[radoslav11's solution](#)

1912.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[radoslav11's solution](#)

1913.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[radoslav11's solution](#)

1914.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[radoslav11's solution](#)

1915.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[radoslav11's solution](#)

1916.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[radoslav11's solution](#)

1917.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[radoslav11's solution](#)

1918.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[radoslav11's solution](#)

1919.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[radoslav11's solution](#)

1920.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[radoslav11's solution](#)

1921.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[radoslav11's solution](#)

1922.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[radoslav11's solution](#)

1923.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[radoslav11's solution](#)

1924.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[radoslav11's solution](#)

1925.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2018-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radoslav11's solution](#)

1926.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2018-05-22 · GNU C++11 (first AC) · Tags: dp, trees

[radoslav11's solution](#)

1927.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[radoslav11's solution](#)

1928.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, trees

[radoslav11's solution](#)

1929.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[radoslav11's solution](#)

1930.

249C

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

Rating: 2600 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[radoslav11's solution](#)

1931.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[radoslav11's solution](#)

1932.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[radoslav11's solution](#)

1933.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2016-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[radoslav11's solution](#)

1934.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-27 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[radoslav11's solution](#)

1935.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2016-05-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[radoslav11's solution](#)

1936.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-05-03 · last AC: 2016-05-03 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[radoslav11's solution](#)

1937.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[radoslav11's solution](#)

1938.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2016-04-19 · last AC: 2016-04-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[radoslav11's solution](#)

1939.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-03-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[radoslav11's solution](#)

1940.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2016-03-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[radoslav11's solution](#)

1941.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[radoslav11's solution](#)

1942.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[radoslav11's solution](#)

1943.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[radoslav11's solution](#)

1944.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[radoslav11's solution](#)

1945.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[radoslav11's solution](#)

1946.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[radoslav11's solution](#)

1947.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[radoslav11's solution](#)

1948.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[radoslav11's solution](#)

1949.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math
[radoslav11's solution](#)

1950.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[radoslav11's solution](#)

1951.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[radoslav11's solution](#)

1952.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[radoslav11's solution](#)

1953.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs
[radoslav11's solution](#)

1954.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, math
[radoslav11's solution](#)

1955.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[radoslav11's solution](#)

1956.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
[radoslav11's solution](#)

1957.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[radoslav11's solution](#)

1958.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[radoslav11's solution](#)

1959.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[radoslav11's solution](#)

1960.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-28 · last AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[radoslav11's solution](#)

1961.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[radoslav11's solution](#)

1962.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2018-10-03 · last AC: 2018-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, trees

[radoslav11's solution](#)

1963.

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-28 · last AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[radoslav11's solution](#)

1964.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[radoslav11's solution](#)

1965.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-05-24 · GNU C++11 (first AC) · Tags: brute force, combinatorics, greedy, math

[radoslav11's solution](#)

1966.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[radoslav11's solution](#)

1967.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

1968.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[radoslav11's solution](#)

1969.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[radoslav11's solution](#)

1970.

477D

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

Quality: 593 global accepts · Rating: 2700 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[radoslav11's solution](#)

1971.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[radoslav11's solution](#)

1972.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[radoslav11's solution](#)

1973.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[radoslav11's solution](#)

1974.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[radoslav11's solution](#)

1975.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[radoslav11's solution](#)

1976.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[radoslav11's solution](#)

1977.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities

[radoslav11's solution](#)

1978.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[radoslav11's solution](#)

1979.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[radoslav11's solution](#)

1980.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2016-08-31 · last AC: 2016-08-31 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[radoslav11's solution](#)

1981.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[radoslav11's solution](#)

1982.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2016-08-03 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[radoslav11's solution](#)

1983.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: data structures

[radoslav11's solution](#)

1984.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[radoslav11's solution](#)

1985.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-04-21 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[radoslav11's solution](#)

1986.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[radoslav11's solution](#)

1987.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2016-10-16 · last AC: 2024-09-28 · GNU C++11 (first AC) · Tags: data structures

[radoslav11's solution](#)

1988.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[radoslav11's solution](#)

1989.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[radoslav11's solution](#)

1990.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[radoslav11's solution](#)

1991.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[radoslav11's solution](#)

1992.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[radoslav11's solution](#)

1993.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[radoslav11's solution](#)

1994.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[radoslav11's solution](#)

1995.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[radoslav11's solution](#)

1996.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2016-08-04 · last AC: 2019-03-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[radoslav11's solution](#)

1997.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[radoslav11's solution](#)

1998.

1071D

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

Rating: 2800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[radoslav11's solution](#)

1999.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[radoslav11's solution](#)

2000.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[radoslav11's solution](#)

2001.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[radoslav11's solution](#)

2002.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[radoslav11's solution](#)

2003.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, probabilities
[radoslav11's solution](#)

2004.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[radoslav11's solution](#)

2005.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[radoslav11's solution](#)

2006.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[radoslav11's solution](#)

2007.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-26 · last AC: 2016-06-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs
[radoslav11's solution](#)

2008.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2016-05-31 · last AC: 2016-05-31 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers
[radoslav11's solution](#)

2009.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[radoslav11's solution](#)

2010.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2016-05-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees
[radoslav11's solution](#)

2011.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory
[radoslav11's solution](#)

2012.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-04-05 · GNU C++11 (first AC) · Tags: data structures, strings, trees
[radoslav11's solution](#)

2013.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: dp
[radoslav11's solution](#)

2014.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, greedy, math
[radoslav11's solution](#)

2015.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[radoslav11's solution](#)

2016.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[radoslav11's solution](#)

2017.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[radoslav11's solution](#)

2018.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[radoslav11's solution](#)

2019.

1218H

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

Quality: 157 global accepts · Rating: 2900 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[radoslav11's solution](#)

2020.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[radoslav11's solution](#)

2021.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[radoslav11's solution](#)

2022.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-11-28 · last AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data

structures, graphs

[radoslav11's solution](#)

2023.

1078D

[Chattering](#) · [Tutorial](#)

Quality: 2900 · first AC: 2018-11-19 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[radoslav11's solution](#)

2024.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[radoslav11's solution](#)

2025.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[radoslav11's solution](#)

2026.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[radoslav11's solution](#)

2027.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy

[radoslav11's solution](#)

2028.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[radoslav11's solution](#)

2029.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[radoslav11's solution](#)

2030.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2017-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[radoslav11's solution](#)

2031.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[radoslav11's solution](#)

2032.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2017-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[radoslav11's solution](#)

2033.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing,

shortest paths, trees

[radoslav11's solution](#)

2034.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2016-10-09 · GNU C++11 (first AC) · Tags: data structures

[radoslav11's solution](#)

2035.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2016-04-28 · GNU C++11 (first AC) · Tags: flows

[radoslav11's solution](#)

2036.

623C

[Electric Charges](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 2900 · first AC: 2016-03-24 · GNU C++11 (first AC) · Tags: binary search, dp

[radoslav11's solution](#)

2037.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[radoslav11's solution](#)

2038.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[radoslav11's solution](#)

2039.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory, two pointers

[radoslav11's solution](#)

2040.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[radoslav11's solution](#)

2041.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[radoslav11's solution](#)

2042.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2018-02-10 · last AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[radoslav11's solution](#)

2043.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[radoslav11's solution](#)

2044.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[radoslav11's solution](#)

2045.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[radoslav11's solution](#)

2046.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2017-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[radoslav11's solution](#)

2047.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[radoslav11's solution](#)

2048.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[radoslav11's solution](#)

2049.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees
[radoslav11's solution](#)

2050.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[radoslav11's solution](#)

2051.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[radoslav11's solution](#)

2052.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[radoslav11's solution](#)

2053.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2018-02-10 · last AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[radoslav11's solution](#)

2054.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[radoslav11's solution](#)

2055.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[radoslav11's solution](#)

2056.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

2057.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

2058.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2018-11-29 · last AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[radoslav11's solution](#)

2059.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[radoslav11's solution](#)

2060.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2016-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[radoslav11's solution](#)

2061.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[radoslav11's solution](#)

2062.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[radoslav11's solution](#)

2063.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[radoslav11's solution](#)

2064.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[radoslav11's solution](#)

2065.

718E

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

Quality: 430 global accepts · Rating: 3300 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs
[radoslav11's solution](#)

2066.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings
[radoslav11's solution](#)

2067.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[radoslav11's solution](#)

2068.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[radoslav11's solution](#)

2069.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[radoslav11's solution](#)

2070.

undefined270

[Thimbles](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[radoslav11's solution](#)

2071.

undefined391

[Mr. X](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · last AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[radoslav11's solution](#)

2072.

undefined360

[B++ Interpreter](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[radoslav11's solution](#)

2073.

undefined368

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[radoslav11's solution](#)

2074.

undefined287

[Amusing Qc Machine](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2075.

undefined400

[The last hour of the contest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2076.

undefined423

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2077.

undefined382

[Cantor Function](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2078.

undefined293

[Game with Q an C](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2079.

undefined399

[Berodoskar Development](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2080.

undefined244

[Height, Bisector and Median](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2081.

undefined233

[The Greatest Angle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2082.

undefined387

[Lazy Judges](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2083.

undefined341

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2084.

undefined342

[Reihenfolge](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2085.

undefined389

[Strange Planet](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2086.

undefined401

[Geologist Dubrovsky](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2087.

undefined251

[Polymania](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2088.

undefined384

[Country](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2089.

undefined461

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2090.

undefined257

[Debt](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2091.

undefined373

[Carlsson vs. Winnie-the-Pooh](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2092.

undefined371

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2093.

undefined260

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2094.

undefined189

[Perl-like Substr](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2095.

undefined166

[Editor](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2096.

undefined295

[Identifier Duplicated!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2097.

undefined376

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2098.

undefined372

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2099.

undefined501

[Octahedron And Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2100.

undefined211

[Strange Counter](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2101.

undefined157

[Patience](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2102.

undefined202

[The Towers of Hanoi Revisited](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2103.

undefined208

[Toral Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2104.

undefined289

[Challenging Tic-Tac-Toe](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2105.

undefined239

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2106.

undefined440

[Moles and Holes](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2107.

undefined336

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · last AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2108.

undefined465

[Fire Station Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · last AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2109.

undefined526

[Running Hero](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2110.

undefined322

[The Great Union](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2111.

undefined191

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2112.

undefined215

[PL/Cool](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2113.

undefined267

[Optimist vs. Pessimist](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2114.

undefined494

[Journal](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2115.

undefined490

[Figure and Spots](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · last AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2116.

undefined500

[Circular Island](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2117.

undefined192

[RGB](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2118.

undefined255

[Winsock 3 Beta](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2119.

undefined212

[Data Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2120.

undefined252

[Railway Communication](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2121.

undefined262

[Symbol Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2122.

undefined228

[Archipelago](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2123.

undefined380

[Synchronised Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2124.

undefined530

[Recruiting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2125.

undefined205

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

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2126.

undefined323

[Aviamachinations](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2127.

undefined381

[Bidirected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2128.

undefined333

[Random Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2129.

undefined319

[Kalevich Strikes Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2130.

undefined327

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

Rating: — · first AC: 2026-03-07 · last AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2131.

undefined312

[4-3 King](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · last AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2132.

undefined308

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

Rating: — · first AC: 2026-03-05 · last AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2133.

undefined306

[Balance](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-04 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2134.

undefined305

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2135.

undefined335

[Thiefs and Cops](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2136.

undefined432

[XYZX 2009](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2137.

undefined346

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2138.

undefined348

[Twisting the Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · last AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2139.

undefined475

[Be a Smart Raftsman](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-25 · last AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2140.

undefined540

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2141.

undefined340

[Tex2HTML](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2142.

undefined393

[Bergamot Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2143.

undefined334

[Tiny Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · last AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2144.

undefined410

[Galaxy in danger](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2145.

undefined394

[Berhatton](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2146.

undefined431

[Wildcards](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · last AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2147.

undefined396

[Dance it up!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-16 · last AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2148.

undefined182

[Open the brackets](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2149.

undefined416

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

Rating: — · first AC: 2026-02-15 · last AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2150.

undefined414

[Orthogonal Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2151.

undefined420

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

Rating: — · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2152.

undefined309

[Real Fun](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2153.

undefined451

[Cousin's Aunt](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2154.

undefined421

[k-th Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2155.

undefined543

[Cafe](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · last AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2156.

undefined284

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2157.

undefined235

[The Queen](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-07 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2158.

undefined422

[Fast Typing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2159.

undefined377

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2160.

undefined459

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

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2161.

undefined324

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

Rating: — · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2162.

undefined453

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2163.

undefined356

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2164.

undefined339

[Segments](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2165.

undefined359

[Pointers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2166.

undefined288

[Best Tournament Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2167.

undefined247

[Difficult Choice](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2168.

undefined352

[Beerland Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2169.

undefined285

[What? Where? When?](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2170.

undefined317

[Fast Ride](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2171.

undefined238

[Uncle Vasya and Bags for Potatoes](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2172.

undefined532

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

Rating: — · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2173.

undefined534

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2174.

undefined483

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2175.

undefined264

[Travel](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2176.

undefined479

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2177.

undefined315

[The Highway Belt](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2178.

undefined250

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

Rating: — · first AC: 2026-01-18 · last AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2179.

undefined491

[Game for Little Johnny](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-17 · last AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2180.

undefined158

[Commuter Train](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-16 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2181.

undefined301

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2182.

undefined256

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2183.

undefined300

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2184.

undefined240

[Runaway](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2185.

undefined539

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

Rating: — · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2186.

undefined328

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2187.

undefined435

[UFO Circles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-10 · last AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2188.

undefined392

[Cyclic Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · last AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2189.

undefined430

[Unit-distance Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-09 · last AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2190.

undefined441

[Set Division](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2191.

undefined188

[Factory guard](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2192.

undefined343

[VaR](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2193.

undefined509

[Chameleons All Around](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2194.

undefined173

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2195.

undefined457

[Snow in Berland](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · last AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2196.

undefined450

[Ramen Shop](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · last AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2197.

undefined503

[Running City](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2198.

undefined298

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-31 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2199.

undefined409

[Berland Flag](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2200.

undefined442

[X + R\(X\) = N](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2201.

undefined439

[A Secret Book](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-28 · last AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2202.

undefined434

[Chemists](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2203.

undefined162

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2204.

undefined325

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2205.

undefined536

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2206.

undefined277

[Heroes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2207.

undefined217

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2208.

undefined150

[Mr. Beetle II](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2209.

undefined332

[Largest Circle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · last AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2210.

undefined318

[Grants](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2211.

undefined462

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2212.

undefined425

[Control Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · last AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2213.

undefined291

[Evolution](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2214.

undefined219

[Synchrograph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2215.

undefined498

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2216.

undefined477

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2217.

undefined508

[Black-White Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2218.

undefined388

[Soap Opera](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-16 · last AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2219.

undefined366

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2220.

undefined510

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2221.

undefined511

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · last AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2222.

undefined458

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2223.

undefined424

[Beautiful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2224.

undefined129

[Inheritance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2225.

undefined147

[Black-white king](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2226.

undefined110

[Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2227.

undefined164

[Airlines](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2228.

undefined128

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2229.

undefined248

[Integer Linear Programming](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2230.

undefined411

[Petya the Hero](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2231.

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2232.

undefined330

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2233.

undefined282

[Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2234.

undefined159

[Self-Replicating Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2235.

undefined363

[Baggage room](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2236.

undefined390

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2237.

undefined547

[Divide the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2238.

undefined362

[Robot-Annihilator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2239.

undefined357

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2240.

undefined463

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2241.

undefined405

[Totalizator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2242.

undefined139

[Help Needed!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2243.

undefined544

[Chess Championship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2244.

undefined337

[Keven](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2245.

undefined365

[Ships of the Desert](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2246.

undefined246

[Black & White](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2247.

undefined281

[Championship](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2248.

undefined294

[He's Circles](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2249.

undefined136

[Erasing Edges](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2250.

undefined428

[Rebus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2251.

undefined429

[Problem Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · last AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2252.

undefined165

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2253.

undefined478

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2254.

undefined242

[Student's Morning](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-25 · last AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2255.

undefined214

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2256.

undefined349

[Wolves and Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2257.

undefined201

[Non Absorbing DFA](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2258.

undefined225

[Little Knights](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2259.

undefined198

[Get Out!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2260.

undefined512

[Friendly Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2261.

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2262.

undefined517

[Cornerless Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-12 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2263.

undefined354

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2264.

undefined476

[Coach`s trouble](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-09 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2265.

undefined468

[A bit of classic](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-08 · last AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2266.

undefined525

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2267.

undefined385

[Highlander](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2268.

undefined216

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2269.

undefined473

[Droid formation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2270.

undefined417

[Heavy Disc](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2271.

undefined280

[Trade centers](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2272.

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2273.

undefined361

[National Flag](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2274.

undefined258

[Almost Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2275.

undefined467

[Chessmaster](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2276.

undefined466

[Parking at Secret Object](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2277.

undefined407

[Number of Paths in the Empire](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-24 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2278.

undefined492

[Hotel in Ves Lajos](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2279.

undefined488

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2280.

undefined485

[Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2281.

undefined313

[Circular Railway](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2282.

undefined307

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2283.

undefined504

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

Rating: — · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2284.

undefined521

["North-East"](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2285.

undefined209

[Areas](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-12 · last AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2286.

undefined232

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

Rating: — · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2287.

undefined138

[Games of Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2288.

undefined542

[Gena vs Petya](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2289.

undefined178

[Chain](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2290.

undefined160

[Magic Multiplying Machine](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2291.

undefined497

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2292.

undefined236

[Greedy Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2293.

undefined489

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

Rating: — · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2294.

undefined448

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

Rating: — · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2295.

undefined190

[Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2296.

undefined326

[Perspective](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2297.

undefined153

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

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2298.

undefined445

[Dig or Climb](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2299.

undefined444

[Headstrong Student](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2300.

undefined446

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

Rating: — · first AC: 2025-06-27 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2301.

undefined177

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2302.

undefined213

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2303.

undefined484

[Kola](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2304.

undefined207

[Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2305.

undefined221

[Big Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2306.

undefined254

[Strange Random](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2307.

undefined120

[Arhipelago](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2308.

undefined518

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2309.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2310.

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2311.

undefined185

[Two shortest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2312.

undefined167

[I-country](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2313.

undefined286

[Ancient decoration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2314.

undefined186

[The chain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2315.

undefined220

[Little Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2316.

undefined527

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2317.

undefined261

[Discrete Roots](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2318.

undefined171

[Sarov zones](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2319.

undefined200

[Cracking RSA](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2320.

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2321.

undefined124

[Broken line](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2322.

undefined156

[Strange Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2323.

undefined206

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2324.

undefined141

[Jumping Joe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · PyPy 3-64 (first AC) · Tags: —

[radoslav11's solution](#)

2325.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2326.

undefined438

[The Glorious Karlutka River =\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2327.

undefined131

[Hardwood floor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2328.

undefined195

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2329.

undefined187

[Twist and whirl -- want to cheat](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2330.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: *special

[radoslav11's solution](#)

2331.

undefined520

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2332.

undefined370

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2333.

undefined482

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2334.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2335.

undefined304

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2336.

undefined210

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[radoslav11's solution](#)

2337.

undefined132

[Another Chocolate Maniac](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2338.

undefined151

[Construct a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2024-11-20 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2339.

undefined456

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2340.

undefined203

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2341.

undefined179

[Brackets light](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2342.

undefined168

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[radoslav11's solution](#)

2343.

undefined109

[Magic of David Copperfield II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2344.

undefined146

[The Runner](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2345.

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · Python 3 (first AC) · Tags: *special

[radoslav11's solution](#)

2346.

undefined163

[Wise King](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2347.

undefined121

[Bridges painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2348.

undefined269

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2349.

undefined523

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2350.

undefined531

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2351.

undefined174

[Walls](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2352.

undefined170

[Particles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2353.

undefined169

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2354.

undefined274

[Spam-filter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2355.

undefined316

[Code Tanks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2356.

undefined549

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2357.

undefined496

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2358.

undefined524

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2359.

undefined537

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2360.

undefined552

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2361.

undefined548

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2362.

undefined140

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

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2363.

undefined142

[Keyword](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2364.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2365.

undefined502

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

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2366.

undefined505

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

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2367.

undefined455

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

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2368.

undefined148

[B-Station](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2369.

undefined176

[Flow construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2370.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · last AC: 2024-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2371.

undefined193

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · Python 3 (first AC) · Tags: —

[radoslav11's solution](#)

2372.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2373.

undefined152

[Making round](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2374.

undefined271

[Book Pile](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2375.

undefined515

[Recover Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2376.

undefined353

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2377.

undefined495

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2378.

undefined311

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2379.

undefined374

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · Python 3 (first AC) · Tags: *special

[radoslav11's solution](#)

2380.

undefined310

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2381.

undefined553

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2382.

undefined103

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2383.

undefined321

[The Spy Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2384.

undefined218

[Unstable Systems](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2385.

undefined199

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2386.

undefined144

[Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2387.

undefined230

[Weighings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2388.

undefined443

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2389.

undefined181

[X-Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2390.

undefined196

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

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2391.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2392.

undefined259

[Printed PR](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2393.

undefined175

[Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2394.

undefined375

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2395.

undefined538

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2396.

undefined296

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2397.

undefined519

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2398.

undefined183

[Painting the balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2399.

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2400.

undefined108

[Self-numbers II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2401.

undefined224

[Little Queens](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2402.

undefined415

[Necessary Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2403.

undefined155

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2404.

undefined533

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2405.

undefined226

[Colored graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2406.

undefined302

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2407.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2408.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2409.

undefined297

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2410.

undefined172

[eXam](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[radoslav11's solution](#)

2411.

undefined344

[Weed](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2412.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2413.

undefined114

[Telecasting station](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2414.

undefined143

[Long Live the Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2415.

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2416.

undefined397

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2417.

undefined127

[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2418.

undefined507

[Treediff](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2419.

undefined106

[The Equation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: *special

[radoslav11's solution](#)

2420.

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2421.

102460G

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

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radoslav11's solution](#)

2422.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2423.

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radoslav11's solution](#)

2424.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radoslav11's solution](#)

2425.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2426.

102460L

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

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[radoslav11's solution](#)

2427.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2428.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2429.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2430.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2431.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2432.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2433.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2434.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2435.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2436.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2437.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2438.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2439.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2440.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2441.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2442.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2443.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2444.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2445.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2446.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2447.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2448.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2449.

103185B

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

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2450.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2451.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2452.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2453.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2454.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2455.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2456.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2457.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2458.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2459.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2460.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2461.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2462.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2463.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2464.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2465.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2466.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2467.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2468.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2469.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2470.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2471.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2472.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2473.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2474.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2475.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2476.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2477.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2478.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2479.

103102I

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

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2480.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2481.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2482.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2483.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2484.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2485.

102896G

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

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2486.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2487.

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2488.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2489.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2490.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2491.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2492.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2493.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[radoslav11's solution](#)

2494.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2495.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2496.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2497.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2498.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2499.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[radoslav11's solution](#)

2500.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2501.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[radoslav11's solution](#)

2502.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[radoslav11's solution](#)

2503.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2504.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2505.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2506.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2507.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2508.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2509.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2510.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2511.

102500B

[Balanced Cut](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2512.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2513.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2514.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2515.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[radoslav11's solution](#)

2516.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2517.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2518.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2519.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2520.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2521.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2522.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2523.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2524.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2525.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2526.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2527.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2528.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2529.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2530.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2531.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2532.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2533.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2534.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2535.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2536.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2537.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2538.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2539.

102201I

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

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2540.

102201H

[Hard To Explain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2541.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2542.

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2543.

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2544.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2545.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2546.

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[radoslav11's solution](#)

2547.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2548.

102114H

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

Rating: — · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2549.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2550.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2551.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2552.

undefined355

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2553.

undefined546

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2554.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2555.

undefined118

[Digital root](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2556.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2557.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2558.

undefined135

[Drawing Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2559.

undefined222

[Little Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2560.

undefined115

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2561.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2562.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2563.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2564.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2565.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2566.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2567.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2568.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2569.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2570.

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2571.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2572.

undefined369

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2573.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · last AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2574.

undefined154

[Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2575.

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2576.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · last AC: 2018-05-25 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2577.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-25 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2578.

undefined506

[Subsequences Of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2579.

undefined379

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2580.

undefined402

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

Rating: — · first AC: 2018-04-30 · last AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2581.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2582.

undefined350

[XOR-omania](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2583.

undefined130

[Circle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2584.

undefined406

[Goggle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2585.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2586.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2587.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2588.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2589.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2590.

undefined551

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

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2591.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2592.

undefined398

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

Rating: — · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2593.

undefined133

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2594.

undefined134

[Centroid](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2595.

undefined111

[Very simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2596.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2597.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2598.

undefined180

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2599.

undefined403

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

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2600.

undefined347

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2601.

undefined275

[To xor or not to xor](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2602.

undefined499

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

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2603.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2604.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2605.

undefined299

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2606.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2607.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special

[radoslav11's solution](#)

2608.

392D

[Three Arrays](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: — · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[radoslav11's solution](#)

2609.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[radoslav11's solution](#)

2610.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[radoslav11's solution](#)

2611.

394D

[Physical Education and Buns](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[radoslav11's solution](#)

2612.

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[radoslav11's solution](#)

2613.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2614.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2615.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2616.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2617.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2618.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2619.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2620.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-13 · last AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2621.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2622.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-13 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2623.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2624.

101502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · last AC: 2017-09-12 · GNU C++ (first AC) · Tags: —

[radoslav11's solution](#)

2625.

101502B

[Linear Algebra Test](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · last AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2626.

101502K

[Malek and Summer Semester](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2627.

101502J

[Boxes Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2628.

101502I

[Move Between Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2629.

101502H

[Eyad and Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2630.

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2631.

101502L

[Roads and Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2632.

101502F

[Building Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · GNU C++ (first AC) · Tags: —

[radoslav11's solution](#)

2633.

101502A

[A Very Hard Question](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2634.

101502E

[The Architect Omar](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-12 · GNU C++ (first AC) · Tags: —

[radoslav11's solution](#)

2635.

101397F

[Two Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2636.

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2637.

101319C

[Problem Strudel. Efficient Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2638.

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2639.

101257G

[24](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2640.

101257H

[Card](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2641.

101257E

[Another Step-by-Step Pupil](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2642.

101257D

[!Hasan](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2643.

101257B

[2Trees](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[radoslav11's solution](#)

2644.

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2016-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[radoslav11's solution](#)

2645.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2646.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2647.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[radoslav11's solution](#)

2648.

100222A

[Addictions](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2649.

100222J

[Truth](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2650.

100222G

[Refrain](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2651.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2016-07-18 · GNU C++11 (first AC) · Tags: data structures

[radoslav11's solution](#)

2652.

100889B

[Backward and Forward](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2653.

100889A

[A Beautiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-27 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2654.

100812F

[Graveyard of Bandits](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2655.

100812J

[Feeling of Comradeship](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2656.

100812D

[Dream of Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-14 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2657.

100735H

[Words from cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2658.

100733B

[Ascencion](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2659.

100733H

[Designation in the Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2660.

100733D

[Little thief Shi](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2661.

100733E

[Shi's throne](#) · [Tutorial](#)

Rating: — · first AC: 2015-08-16 · GNU C++11 (first AC) · Tags: —

[radoslav11's solution](#)

2662.

100579A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-23 · GNU C++ (first AC) · Tags: —

[radoslav11's solution](#)

2663.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[radoslav11's solution](#)

2664.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[radoslav11's solution](#)

2665.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[radoslav11's solution](#)

2666.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++0x (first AC) · Tags: —

[radoslav11's solution](#)