

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

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Unique solved — rainbowbunny

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

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

Filters: none

Count: 1,350

1.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2025-02-24 · Rust 2021 (first AC) · Tags: [implementation](#), [math](#)

[rainbowbunny's solution](#)

2.

105227A

[LLPS](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rainbowbunny's solution](#)

3.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,378 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: [math](#)

[rainbowbunny's solution](#)

4.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [greedy](#), [implementation](#)

[rainbowbunny's solution](#)

5.

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[rainbowbunny's solution](#)

6.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#), [number theory](#)

[rainbowbunny's solution](#)

7.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [dfs and similar](#), [dp](#), [implementation](#)

[rainbowbunny's solution](#)

8.

1537A

[Arithmetic Array](#) · [Tutorial](#)

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

[rainbowbunny's solution](#)

9.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[rainbowbunny's solution](#)

10.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

11.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[rainbowbunny's solution](#)

12.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[rainbowbunny's solution](#)

13.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

14.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,350 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

15.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[rainbowbunny's solution](#)

16.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

17.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

18.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

19.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

20.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

21.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rainbowbunny's solution](#)

22.

266B

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

Quality: 166,106 global accepts · Rating: 800 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[rainbowbunny's solution](#)

23.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

24.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[rainbowbunny's solution](#)

25.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

26.

1283A

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

Quality: 61,304 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

27.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

28.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

29.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[rainbowbunny's solution](#)

30.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

31.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

32.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

33.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

34.

61A

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

Quality: 136,229 global accepts · Rating: 800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

35.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,490 global accepts · Rating: 800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

36.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[rainbowbunny's solution](#)

37.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,418 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings
[rainbowbunny's solution](#)

38.

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

39.

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[rainbowbunny's solution](#)

40.

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[rainbowbunny's solution](#)

41.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[rainbowbunny's solution](#)

42.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[rainbowbunny's solution](#)

43.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

44.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

45.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

46.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,769 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[rainbowbunny's solution](#)

47.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

48.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

49.

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

50.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rainbowbunny's solution](#)

51.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[rainbowbunny's solution](#)

52.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

53.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[rainbowbunny's solution](#)

54.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

55.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[rainbowbunny's solution](#)

56.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

57.

629A

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

Quality: 14,848 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[rainbowbunny's solution](#)

58.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[rainbowbunny's solution](#)

59.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[rainbowbunny's solution](#)

60.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[rainbowbunny's solution](#)

61.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[rainbowbunny's solution](#)

62.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[rainbowbunny's solution](#)

63.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

64.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

65.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

66.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

67.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[rainbowbunny's solution](#)

68.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

69.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,572 global accepts · Rating: 800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

70.

472A

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

Quality: 70,782 global accepts · Rating: 800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

71.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,367 global accepts · Rating: 800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

72.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

73.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

74.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[rainbowbunny's solution](#)

75.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[rainbowbunny's solution](#)

76.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rainbowbunny's solution](#)

77.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

78.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

79.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

80.

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[rainbowbunny's solution](#)

81.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,837 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[rainbowbunny's solution](#)

82.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

83.

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[rainbowbunny's solution](#)

84.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rainbowbunny's solution](#)

85.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: strings
[rainbowbunny's solution](#)

86.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

87.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

88.

265A

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

Quality: 42,678 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

89.

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

90.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

91.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

92.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

93.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[rainbowbunny's solution](#)

94.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,422 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rainbowbunny's solution](#)

95.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[rainbowbunny's solution](#)

96.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[rainbowbunny's solution](#)

97.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[rainbowbunny's solution](#)

98.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

99.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

100.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[rainbowbunny's solution](#)

101.

47A

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

Quality: 18,175 global accepts · Rating: 800 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[rainbowbunny's solution](#)

102.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[rainbowbunny's solution](#)

103.

378A

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

Quality: 25,937 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[rainbowbunny's solution](#)

104.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rainbowbunny's solution](#)

105.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[rainbowbunny's solution](#)

106.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,785 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

107.

71A

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

Quality: 503,362 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: strings
[rainbowbunny's solution](#)

108.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

109.

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

110.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

111.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

112.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

113.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

114.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[rainbowbunny's solution](#)

115.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

116.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[rainbowbunny's solution](#)

117.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,504 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[rainbowbunny's solution](#)

118.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

119.

233A

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

Quality: 49,154 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

120.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[rainbowbunny's solution](#)

121.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[rainbowbunny's solution](#)

122.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[rainbowbunny's solution](#)

123.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

124.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

125.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

126.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[rainbowbunny's solution](#)

127.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[rainbowbunny's solution](#)

128.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[rainbowbunny's solution](#)

129.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

130.

630A

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

Quality: 93,536 global accepts · Rating: 800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[rainbowbunny's solution](#)

131.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[rainbowbunny's solution](#)

132.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[rainbowbunny's solution](#)

133.

599A

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

Quality: 31,439 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

134.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,247 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

135.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[rainbowbunny's solution](#)

136.

750A

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

Quality: 92,564 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[rainbowbunny's solution](#)

137.

723A

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

Quality: 100,730 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[rainbowbunny's solution](#)

138.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,946 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

139.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

140.

443A

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

Quality: 112,080 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rainbowbunny's solution](#)

141.

59A

[Word](#) · [Tutorial](#)

Quality: 227,983 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

142.

110A

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

Quality: 199,535 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

143.

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

144.

546A

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

Quality: 235,253 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[rainbowbunny's solution](#)

145.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[rainbowbunny's solution](#)

146.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

147.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

148.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

149.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

150.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[rainbowbunny's solution](#)

151.

262A

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

Quality: 22,457 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

152.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

153.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

154.

281A

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

Quality: 271,042 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

155.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

156.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[rainbowbunny's solution](#)

157.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

158.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

159.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

160.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,508 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

161.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[rainbowbunny's solution](#)

162.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

163.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

164.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

165.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

166.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[rainbowbunny's solution](#)

167.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

168.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

169.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

170.

1097A

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

Quality: 43,812 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

171.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

172.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

173.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[rainbowbunny's solution](#)

174.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[rainbowbunny's solution](#)

175.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[rainbowbunny's solution](#)

176.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,362 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

177.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,670 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

178.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,443 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

179.

581A

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

Quality: 84,970 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

180.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

181.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,570 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[rainbowbunny's solution](#)

182.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

183.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,189 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

184.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,065 global accepts · Rating: 800 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

185.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

186.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

187.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

188.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[rainbowbunny's solution](#)

189.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

190.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rainbowbunny's solution](#)

191.

785A

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

Quality: 110,971 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rainbowbunny's solution](#)

192.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,122 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

193.

791A

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

Quality: 257,283 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

194.

977A

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

Quality: 217,534 global accepts · Rating: 800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

195.

1030A

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

Quality: 171,495 global accepts · Rating: 800 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

196.

231A

[Team](#) · [Tutorial](#)

Quality: 430,350 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[rainbowbunny's solution](#)

197.

266A

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

Quality: 244,619 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

198.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,100 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[rainbowbunny's solution](#)

199.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[rainbowbunny's solution](#)

200.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[rainbowbunny's solution](#)

201.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[rainbowbunny's solution](#)

202.

1154A

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

Quality: 87,077 global accepts · Rating: 800 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

203.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,006 global accepts · Rating: 800 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[rainbowbunny's solution](#)

204.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[rainbowbunny's solution](#)

205.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[rainbowbunny's solution](#)

206.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number

theory

[rainbowbunny's solution](#)

207.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

208.

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[rainbowbunny's solution](#)

209.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,321 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rainbowbunny's solution](#)

210.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[rainbowbunny's solution](#)

211.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[rainbowbunny's solution](#)

212.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

213.

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[rainbowbunny's solution](#)

214.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

215.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[rainbowbunny's solution](#)

216.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

217.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[rainbowbunny's solution](#)

218.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[rainbowbunny's solution](#)

219.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

220.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,707 global accepts · Rating: 900 · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

221.

580A

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

Quality: 104,705 global accepts · Rating: 900 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[rainbowbunny's solution](#)

222.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[rainbowbunny's solution](#)

223.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[rainbowbunny's solution](#)

224.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[rainbowbunny's solution](#)

225.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

226.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[rainbowbunny's solution](#)

227.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

228.

105227B

[Let's Watch Football](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rainbowbunny's solution](#)

229.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[rainbowbunny's solution](#)

230.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rainbowbunny's solution](#)

231.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

232.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[rainbowbunny's solution](#)

233.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[rainbowbunny's solution](#)

234.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[rainbowbunny's solution](#)

235.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

236.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

237.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,290 global accepts · Rating: 1000 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[rainbowbunny's solution](#)

238.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math
[rainbowbunny's solution](#)

239.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[rainbowbunny's solution](#)

240.

3A

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

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[rainbowbunny's solution](#)

241.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,558 global accepts · Rating: 1000 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[rainbowbunny's solution](#)

242.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rainbowbunny's solution](#)

243.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[rainbowbunny's solution](#)

244.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[rainbowbunny's solution](#)

245.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rainbowbunny's solution](#)

246.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[rainbowbunny's solution](#)

247.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,297 global accepts · Rating: 1000 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

248.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[rainbowbunny's solution](#)

249.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[rainbowbunny's solution](#)

250.

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math

[rainbowbunny's solution](#)

251.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[rainbowbunny's solution](#)

252.

1327A

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

Quality: 45,738 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

253.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[rainbowbunny's solution](#)

254.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[rainbowbunny's solution](#)

255.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,716 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

256.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

257.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,920 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[rainbowbunny's solution](#)

258.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,557 global accepts · Rating: 1100 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

259.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

260.

706B

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

Quality: 84,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation
[rainbowbunny's solution](#)

261.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

262.

12B

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

Quality: 9,672 global accepts · Rating: 1100 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[rainbowbunny's solution](#)

263.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2025-02-24 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[rainbowbunny's solution](#)

264.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[rainbowbunny's solution](#)

265.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[rainbowbunny's solution](#)

266.

105227D

[Chat Order](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rainbowbunny's solution](#)

267.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[rainbowbunny's solution](#)

268.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[rainbowbunny's solution](#)

269.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[rainbowbunny's solution](#)

270.

1598C

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

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

[rainbowbunny's solution](#)

271.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rainbowbunny's solution](#)

272.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[rainbowbunny's solution](#)

273.

1327B

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

Quality: 19,495 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[rainbowbunny's solution](#)

274.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[rainbowbunny's solution](#)

275.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[rainbowbunny's solution](#)

276.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1200 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

277.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[rainbowbunny's solution](#)

278.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[rainbowbunny's solution](#)

279.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[rainbowbunny's solution](#)

280.

433B

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

Quality: 53,881 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[rainbowbunny's solution](#)

281.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

282.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,478 global accepts · Rating: 1200 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[rainbowbunny's solution](#)

283.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[rainbowbunny's solution](#)

284.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[rainbowbunny's solution](#)

285.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[rainbowbunny's solution](#)

286.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[rainbowbunny's solution](#)

287.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[rainbowbunny's solution](#)

288.

105227E

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

Rating: 1300 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

289.

1601A

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

Quality: 21,099 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[rainbowbunny's solution](#)

290.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[rainbowbunny's solution](#)

291.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[rainbowbunny's solution](#)

292.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

293.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[rainbowbunny's solution](#)

294.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

295.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[rainbowbunny's solution](#)

296.

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[rainbowbunny's solution](#)

297.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

298.

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[rainbowbunny's solution](#)

299.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rainbowbunny's solution](#)

300.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,891 global accepts · Rating: 1300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[rainbowbunny's solution](#)

301.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,185 global accepts · Rating: 1300 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[rainbowbunny's solution](#)

302.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[rainbowbunny's solution](#)

303.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,259 global accepts · Rating: 1300 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

304.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[rainbowbunny's solution](#)

305.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[rainbowbunny's solution](#)

306.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[rainbowbunny's solution](#)

307.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[rainbowbunny's solution](#)

308.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[rainbowbunny's solution](#)

309.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[rainbowbunny's solution](#)

310.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[rainbowbunny's solution](#)

311.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[rainbowbunny's solution](#)

312.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rainbowbunny's solution](#)

313.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[rainbowbunny's solution](#)

314.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[rainbowbunny's solution](#)

315.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rainbowbunny's solution](#)

316.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
[rainbowbunny's solution](#)

317.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math
[rainbowbunny's solution](#)

318.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[rainbowbunny's solution](#)

319.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[rainbowbunny's solution](#)

320.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[rainbowbunny's solution](#)

321.

105227F

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

Rating: 1500 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

322.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

323.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[rainbowbunny's solution](#)

324.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[rainbowbunny's solution](#)

325.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[rainbowbunny's solution](#)

326.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[rainbowbunny's solution](#)

327.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

328.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[rainbowbunny's solution](#)

329.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation
[rainbowbunny's solution](#)

330.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[rainbowbunny's solution](#)

331.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rainbowbunny's solution](#)

332.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,661 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[rainbowbunny's solution](#)

333.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[rainbowbunny's solution](#)

334.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[rainbowbunny's solution](#)

335.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: math

[rainbowbunny's solution](#)

336.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[rainbowbunny's solution](#)

337.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[rainbowbunny's solution](#)

338.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[rainbowbunny's solution](#)

339.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[rainbowbunny's solution](#)

340.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[rainbowbunny's solution](#)

341.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[rainbowbunny's solution](#)

342.

1582D

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

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

[rainbowbunny's solution](#)

343.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[rainbowbunny's solution](#)

344.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[rainbowbunny's solution](#)

345.

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[rainbowbunny's solution](#)

346.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[rainbowbunny's solution](#)

347.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[rainbowbunny's solution](#)

348.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rainbowbunny's solution](#)

349.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rainbowbunny's solution](#)

350.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[rainbowbunny's solution](#)

351.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[rainbowbunny's solution](#)

352.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[rainbowbunny's solution](#)

353.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[rainbowbunny's solution](#)

354.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

355.

1165D

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

Quality: 19,724 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

356.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

357.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

358.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[rainbowbunny's solution](#)

359.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[rainbowbunny's solution](#)

360.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[rainbowbunny's solution](#)

361.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
[rainbowbunny's solution](#)

362.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[rainbowbunny's solution](#)

363.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math
[rainbowbunny's solution](#)

364.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,662 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[rainbowbunny's solution](#)

365.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[rainbowbunny's solution](#)

366.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rainbowbunny's solution](#)

367.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[rainbowbunny's solution](#)

368.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 1700 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

369.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[rainbowbunny's solution](#)

370.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[rainbowbunny's solution](#)

371.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[rainbowbunny's solution](#)

372.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[rainbowbunny's solution](#)

373.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[rainbowbunny's solution](#)

374.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[rainbowbunny's solution](#)

375.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
[rainbowbunny's solution](#)

376.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[rainbowbunny's solution](#)

377.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths
[rainbowbunny's solution](#)

378.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[rainbowbunny's solution](#)

379.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

380.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[rainbowbunny's solution](#)

381.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[rainbowbunny's solution](#)

382.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[rainbowbunny's solution](#)

383.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[rainbowbunny's solution](#)

384.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[rainbowbunny's solution](#)

385.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[rainbowbunny's solution](#)

386.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy
[rainbowbunny's solution](#)

387.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[rainbowbunny's solution](#)

388.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[rainbowbunny's solution](#)

389.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[rainbowbunny's solution](#)

390.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[rainbowbunny's solution](#)

391.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math
[rainbowbunny's solution](#)

392.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings
[rainbowbunny's solution](#)

393.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[rainbowbunny's solution](#)

394.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[rainbowbunny's solution](#)

395.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[rainbowbunny's solution](#)

396.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[rainbowbunny's solution](#)

397.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[rainbowbunny's solution](#)

398.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, trees
[rainbowbunny's solution](#)

399.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[rainbowbunny's solution](#)

400.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

401.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[rainbowbunny's solution](#)

402.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

403.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

404.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

405.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

406.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

407.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[rainbowbunny's solution](#)

408.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[rainbowbunny's solution](#)

409.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[rainbowbunny's solution](#)

410.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[rainbowbunny's solution](#)

411.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[rainbowbunny's solution](#)

412.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

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413.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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414.

1866C

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[rainbowbunny's solution](#)

415.

1371E1

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[rainbowbunny's solution](#)

416.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[rainbowbunny's solution](#)

417.

20C

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Quality: 46,902 global accepts · Rating: 1900 · first AC: 2020-01-22 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[rainbowbunny's solution](#)

418.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[rainbowbunny's solution](#)

419.

472D

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Quality: 6,525 global accepts · Rating: 1900 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

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420.

1077F1

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[rainbowbunny's solution](#)

421.

1157D

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[rainbowbunny's solution](#)

422.

1245D

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[rainbowbunny's solution](#)

423.

1272E

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424.

1264B

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425.

1307D

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[rainbowbunny's solution](#)

426.

1260D

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Quality: 4,194 global accepts · Rating: 1900 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[rainbowbunny's solution](#)

427.

1303D

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428.

1285D

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429.

1120A

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430.

1119E

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431.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[rainbowbunny's solution](#)

432.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[rainbowbunny's solution](#)

433.

961E

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

434.

1354D

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[rainbowbunny's solution](#)

435.

1311F

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Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings
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436.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[rainbowbunny's solution](#)

437.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[rainbowbunny's solution](#)

438.

1305D

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[rainbowbunny's solution](#)

439.

1105D

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[rainbowbunny's solution](#)

440.

1092F

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[rainbowbunny's solution](#)

441.

1067A

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[rainbowbunny's solution](#)

442.

1076E

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[rainbowbunny's solution](#)

443.

1041E

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[rainbowbunny's solution](#)

444.

1044B

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[rainbowbunny's solution](#)

445.

1054D

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Quality: 2,415 global accepts · Rating: 1900 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[rainbowbunny's solution](#)

446.

1238D

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[rainbowbunny's solution](#)

447.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[rainbowbunny's solution](#)

448.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

449.

1207E

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[rainbowbunny's solution](#)

450.

14D

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Quality: 5,284 global accepts · Rating: 1900 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
[rainbowbunny's solution](#)

451.

25C

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[rainbowbunny's solution](#)

452.

27C

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Quality: 3,064 global accepts · Rating: 1900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[rainbowbunny's solution](#)

453.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

454.

965D

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[rainbowbunny's solution](#)

455.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

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456.

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[rainbowbunny's solution](#)

457.

359C

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Quality: 3,560 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

458.

57C

[Array](#) · [Tutorial](#)

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[rainbowbunny's solution](#)

459.

223C

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Quality: 1,755 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
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460.

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math
[rainbowbunny's solution](#)

461.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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462.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

463.

1089F

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464.

1202D

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[rainbowbunny's solution](#)

465.

1095F

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Quality: 7,575 global accepts · Rating: 1900 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
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466.

1242B

[0-1 MST](#) · [Tutorial](#)

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467.

959E

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Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[rainbowbunny's solution](#)

468.

1036C

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469.

1342D

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470.

685B

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471.

25D

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472.

687C

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473.

1178E

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474.

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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475.

691E

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476.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
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477.

1726D

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478.

1830B

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479.

2041C

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480.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
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481.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
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482.

1582E

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

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[rainbowbunny's solution](#)

483.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math
[rainbowbunny's solution](#)

484.

1092E

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485.

776D

[The Door Problem](#) · [Tutorial](#)

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486.

578C

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487.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

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488.

1366D

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489.

1320C

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490.

1311D

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491.

961D

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Quality: 4,875 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[rainbowbunny's solution](#)

492.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rainbowbunny's solution](#)

493.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[rainbowbunny's solution](#)

494.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rainbowbunny's solution](#)

495.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: games

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496.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[rainbowbunny's solution](#)

497.

999E

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Quality: 7,855 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[rainbowbunny's solution](#)

498.

1210C

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, trees

[rainbowbunny's solution](#)

499.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rainbowbunny's solution](#)

500.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[rainbowbunny's solution](#)

501.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[rainbowbunny's solution](#)

502.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-06-10 · last AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[rainbowbunny's solution](#)

503.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[rainbowbunny's solution](#)

504.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[rainbowbunny's solution](#)

505.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[rainbowbunny's solution](#)

506.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rainbowbunny's solution](#)

507.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[rainbowbunny's solution](#)

508.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

greedy, sortings, ternary search, two pointers

[rainbowbunny's solution](#)

509.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[rainbowbunny's solution](#)

510.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[rainbowbunny's solution](#)

511.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[rainbowbunny's solution](#)

512.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[rainbowbunny's solution](#)

513.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[rainbowbunny's solution](#)

514.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[rainbowbunny's solution](#)

515.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[rainbowbunny's solution](#)

516.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rainbowbunny's solution](#)

517.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[rainbowbunny's solution](#)

518.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[rainbowbunny's solution](#)

519.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[rainbowbunny's solution](#)

520.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[rainbowbunny's solution](#)

521.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[rainbowbunny's solution](#)

522.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[rainbowbunny's solution](#)

523.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[rainbowbunny's solution](#)

524.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

525.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[rainbowbunny's solution](#)

526.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[rainbowbunny's solution](#)

527.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[rainbowbunny's solution](#)

528.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[rainbowbunny's solution](#)

529.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[rainbowbunny's solution](#)

530.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[rainbowbunny's solution](#)

531.

341C

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

Rating: 2000 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

532.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[rainbowbunny's solution](#)

533.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[rainbowbunny's solution](#)

534.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[rainbowbunny's solution](#)

535.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rainbowbunny's solution](#)

536.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

537.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[rainbowbunny's solution](#)

538.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[rainbowbunny's solution](#)

539.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[rainbowbunny's solution](#)

540.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[rainbowbunny's solution](#)

541.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2020-07-03 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[rainbowbunny's solution](#)

542.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[rainbowbunny's solution](#)

543.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[rainbowbunny's solution](#)

544.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[rainbowbunny's solution](#)

545.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[rainbowbunny's solution](#)

546.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[rainbowbunny's solution](#)

547.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[rainbowbunny's solution](#)

548.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[rainbowbunny's solution](#)

549.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[rainbowbunny's solution](#)

550.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[rainbowbunny's solution](#)

551.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[rainbowbunny's solution](#)

552.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[rainbowbunny's solution](#)

553.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[rainbowbunny's solution](#)

554.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[rainbowbunny's solution](#)

555.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
[rainbowbunny's solution](#)

556.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings
[rainbowbunny's solution](#)

557.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[rainbowbunny's solution](#)

558.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[rainbowbunny's solution](#)

559.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[rainbowbunny's solution](#)

560.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[rainbowbunny's solution](#)

561.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rainbowbunny's solution](#)

562.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[rainbowbunny's solution](#)

563.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[rainbowbunny's solution](#)

564.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[rainbowbunny's solution](#)

565.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[rainbowbunny's solution](#)

566.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[rainbowbunny's solution](#)

567.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dp, graphs

[rainbowbunny's solution](#)

568.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[rainbowbunny's solution](#)

569.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[rainbowbunny's solution](#)

570.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers
[rainbowbunny's solution](#)

571.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[rainbowbunny's solution](#)

572.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[rainbowbunny's solution](#)

573.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
[rainbowbunny's solution](#)

574.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs
[rainbowbunny's solution](#)

575.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rainbowbunny's solution](#)

576.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[rainbowbunny's solution](#)

577.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[rainbowbunny's solution](#)

578.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory
[rainbowbunny's solution](#)

579.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2020-01-16 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[rainbowbunny's solution](#)

580.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

581.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[rainbowbunny's solution](#)

582.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[rainbowbunny's solution](#)

583.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[rainbowbunny's solution](#)

584.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
[rainbowbunny's solution](#)

585.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[rainbowbunny's solution](#)

586.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[rainbowbunny's solution](#)

587.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[rainbowbunny's solution](#)

588.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[rainbowbunny's solution](#)

589.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[rainbowbunny's solution](#)

590.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[rainbowbunny's solution](#)

591.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[rainbowbunny's solution](#)

592.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[rainbowbunny's solution](#)

593.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[rainbowbunny's solution](#)

594.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[rainbowbunny's solution](#)

595.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[rainbowbunny's solution](#)

596.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[rainbowbunny's solution](#)

597.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[rainbowbunny's solution](#)

598.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[rainbowbunny's solution](#)

599.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[rainbowbunny's solution](#)

600.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
[rainbowbunny's solution](#)

601.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[rainbowbunny's solution](#)

602.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[rainbowbunny's solution](#)

603.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[rainbowbunny's solution](#)

604.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math
[rainbowbunny's solution](#)

605.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[rainbowbunny's solution](#)

606.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rainbowbunny's solution](#)

607.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[rainbowbunny's solution](#)

608.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[rainbowbunny's solution](#)

609.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

610.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

611.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[rainbowbunny's solution](#)

612.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[rainbowbunny's solution](#)

613.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[rainbowbunny's solution](#)

614.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[rainbowbunny's solution](#)

615.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
[rainbowbunny's solution](#)

616.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2020-01-31 · last AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[rainbowbunny's solution](#)

617.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer
[rainbowbunny's solution](#)

618.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory
[rainbowbunny's solution](#)

619.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

620.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math
[rainbowbunny's solution](#)

621.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[rainbowbunny's solution](#)

622.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
[rainbowbunny's solution](#)

623.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[rainbowbunny's solution](#)

624.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[rainbowbunny's solution](#)

625.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

626.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[rainbowbunny's solution](#)

627.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[rainbowbunny's solution](#)

628.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[rainbowbunny's solution](#)

629.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings
[rainbowbunny's solution](#)

630.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[rainbowbunny's solution](#)

631.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: trees

[rainbowbunny's solution](#)

632.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[rainbowbunny's solution](#)

633.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[rainbowbunny's solution](#)

634.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[rainbowbunny's solution](#)

635.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[rainbowbunny's solution](#)

636.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[rainbowbunny's solution](#)

637.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[rainbowbunny's solution](#)

638.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[rainbowbunny's solution](#)

639.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[rainbowbunny's solution](#)

640.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rainbowbunny's solution](#)

641.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[rainbowbunny's solution](#)

642.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees
[rainbowbunny's solution](#)

643.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

644.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[rainbowbunny's solution](#)

645.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[rainbowbunny's solution](#)

646.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[rainbowbunny's solution](#)

647.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[rainbowbunny's solution](#)

648.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[rainbowbunny's solution](#)

649.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rainbowbunny's solution](#)

650.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[rainbowbunny's solution](#)

651.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[rainbowbunny's solution](#)

652.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[rainbowbunny's solution](#)

653.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[rainbowbunny's solution](#)

654.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[rainbowbunny's solution](#)

655.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[rainbowbunny's solution](#)

656.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[rainbowbunny's solution](#)

657.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rainbowbunny's solution](#)

658.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[rainbowbunny's solution](#)

659.

603C

[Liesges of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[rainbowbunny's solution](#)

660.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[rainbowbunny's solution](#)

661.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[rainbowbunny's solution](#)

662.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[rainbowbunny's solution](#)

663.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[rainbowbunny's solution](#)

664.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[rainbowbunny's solution](#)

665.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[rainbowbunny's solution](#)

666.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-07-09 · last AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[rainbowbunny's solution](#)

667.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, data structures

[rainbowbunny's solution](#)

668.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[rainbowbunny's solution](#)

669.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[rainbowbunny's solution](#)

670.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[rainbowbunny's solution](#)

671.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[rainbowbunny's solution](#)

672.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[rainbowbunny's solution](#)

673.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[rainbowbunny's solution](#)

674.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

675.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

676.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rainbowbunny's solution](#)

677.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[rainbowbunny's solution](#)

678.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rainbowbunny's solution](#)

679.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

680.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[rainbowbunny's solution](#)

681.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rainbowbunny's solution](#)

682.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, sortings

[rainbowbunny's solution](#)

683.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[rainbowbunny's solution](#)

684.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[rainbowbunny's solution](#)

685.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[rainbowbunny's solution](#)

686.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[rainbowbunny's solution](#)

687.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[rainbowbunny's solution](#)

688.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[rainbowbunny's solution](#)

689.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[rainbowbunny's solution](#)

690.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[rainbowbunny's solution](#)

691.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths
[rainbowbunny's solution](#)

692.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[rainbowbunny's solution](#)

693.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities
[rainbowbunny's solution](#)

694.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[rainbowbunny's solution](#)

695.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[rainbowbunny's solution](#)

696.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[rainbowbunny's solution](#)

697.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[rainbowbunny's solution](#)

698.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[rainbowbunny's solution](#)

699.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
[rainbowbunny's solution](#)

700.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[rainbowbunny's solution](#)

701.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[rainbowbunny's solution](#)

702.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[rainbowbunny's solution](#)

703.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
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704.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
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705.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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706.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[rainbowbunny's solution](#)

707.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[rainbowbunny's solution](#)

708.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
[rainbowbunny's solution](#)

709.

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[rainbowbunny's solution](#)

710.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[rainbowbunny's solution](#)

711.

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rainbowbunny's solution](#)

712.

876F

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Rating: 2200 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures

[rainbowbunny's solution](#)

713.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[rainbowbunny's solution](#)

714.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[rainbowbunny's solution](#)

715.

1180E

[Serge and Dining Room](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[rainbowbunny's solution](#)

716.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[rainbowbunny's solution](#)

717.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[rainbowbunny's solution](#)

718.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[rainbowbunny's solution](#)

719.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[rainbowbunny's solution](#)

720.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[rainbowbunny's solution](#)

721.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[rainbowbunny's solution](#)

722.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[rainbowbunny's solution](#)

723.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

724.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[rainbowbunny's solution](#)

725.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[rainbowbunny's solution](#)

726.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[rainbowbunny's solution](#)

727.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[rainbowbunny's solution](#)

728.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[rainbowbunny's solution](#)

729.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[rainbowbunny's solution](#)

730.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[rainbowbunny's solution](#)

731.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[rainbowbunny's solution](#)

732.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[rainbowbunny's solution](#)

733.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[rainbowbunny's solution](#)

734.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, graphs

[rainbowbunny's solution](#)

735.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[rainbowbunny's solution](#)

736.

1065E

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Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[rainbowbunny's solution](#)

737.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[rainbowbunny's solution](#)

738.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[rainbowbunny's solution](#)

739.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[rainbowbunny's solution](#)

740.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[rainbowbunny's solution](#)

741.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[rainbowbunny's solution](#)

742.

1513E

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Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[rainbowbunny's solution](#)

743.

762D

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Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[rainbowbunny's solution](#)

744.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing
[rainbowbunny's solution](#)

745.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
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746.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[rainbowbunny's solution](#)

747.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[rainbowbunny's solution](#)

748.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2300 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle
[rainbowbunny's solution](#)

749.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
[rainbowbunny's solution](#)

750.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[rainbowbunny's solution](#)

751.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[rainbowbunny's solution](#)

752.

677D

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

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths
[rainbowbunny's solution](#)

753.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: games

[rainbowbunny's solution](#)

754.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[rainbowbunny's solution](#)

755.

549B

[Looksery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rainbowbunny's solution](#)

756.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[rainbowbunny's solution](#)

757.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[rainbowbunny's solution](#)

758.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[rainbowbunny's solution](#)

759.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[rainbowbunny's solution](#)

760.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[rainbowbunny's solution](#)

761.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[rainbowbunny's solution](#)

762.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rainbowbunny's solution](#)

763.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[rainbowbunny's solution](#)

764.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[rainbowbunny's solution](#)

765.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[rainbowbunny's solution](#)

766.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[rainbowbunny's solution](#)

767.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[rainbowbunny's solution](#)

768.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, trees

[rainbowbunny's solution](#)

769.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, sortings

[rainbowbunny's solution](#)

770.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math, matrices

[rainbowbunny's solution](#)

771.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[rainbowbunny's solution](#)

772.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[rainbowbunny's solution](#)

773.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: trees

[rainbowbunny's solution](#)

774.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[rainbowbunny's solution](#)

775.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[rainbowbunny's solution](#)

776.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[rainbowbunny's solution](#)

777.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[rainbowbunny's solution](#)

778.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[rainbowbunny's solution](#)

779.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[rainbowbunny's solution](#)

780.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[rainbowbunny's solution](#)

781.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[rainbowbunny's solution](#)

782.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[rainbowbunny's solution](#)

783.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[rainbowbunny's solution](#)

784.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[rainbowbunny's solution](#)

785.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[rainbowbunny's solution](#)

786.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[rainbowbunny's solution](#)

787.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[rainbowbunny's solution](#)

788.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

789.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math
[rainbowbunny's solution](#)

790.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: flows
[rainbowbunny's solution](#)

791.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings
[rainbowbunny's solution](#)

792.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing
[rainbowbunny's solution](#)

793.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[rainbowbunny's solution](#)

794.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[rainbowbunny's solution](#)

795.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[rainbowbunny's solution](#)

796.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[rainbowbunny's solution](#)

797.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees
[rainbowbunny's solution](#)

798.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[rainbowbunny's solution](#)

799.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[rainbowbunny's solution](#)

800.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices
[rainbowbunny's solution](#)

801.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[rainbowbunny's solution](#)

802.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[rainbowbunny's solution](#)

803.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[rainbowbunny's solution](#)

804.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[rainbowbunny's solution](#)

805.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[rainbowbunny's solution](#)

806.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[rainbowbunny's solution](#)

807.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[rainbowbunny's solution](#)

808.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[rainbowbunny's solution](#)

809.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[rainbowbunny's solution](#)

810.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[rainbowbunny's solution](#)

811.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[rainbowbunny's solution](#)

812.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[rainbowbunny's solution](#)

813.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[rainbowbunny's solution](#)

814.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math,

probabilities

[rainbowbunny's solution](#)

815.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[rainbowbunny's solution](#)

816.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[rainbowbunny's solution](#)

817.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[rainbowbunny's solution](#)

818.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[rainbowbunny's solution](#)

819.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[rainbowbunny's solution](#)

820.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

821.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[rainbowbunny's solution](#)

822.

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[rainbowbunny's solution](#)

823.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[rainbowbunny's solution](#)

824.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, implementation

[rainbowbunny's solution](#)

825.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

826.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[rainbowbunny's solution](#)

827.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rainbowbunny's solution](#)

828.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[rainbowbunny's solution](#)

829.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[rainbowbunny's solution](#)

830.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers
[rainbowbunny's solution](#)

831.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[rainbowbunny's solution](#)

832.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation
[rainbowbunny's solution](#)

833.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[rainbowbunny's solution](#)

834.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[rainbowbunny's solution](#)

835.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rainbowbunny's solution](#)

836.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[rainbowbunny's solution](#)

837.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[rainbowbunny's solution](#)

838.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees
[rainbowbunny's solution](#)

839.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[rainbowbunny's solution](#)

840.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[rainbowbunny's solution](#)

841.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[rainbowbunny's solution](#)

842.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp
[rainbowbunny's solution](#)

843.

506D

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

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[rainbowbunny's solution](#)

844.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[rainbowbunny's solution](#)

845.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rainbowbunny's solution](#)

846.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[rainbowbunny's solution](#)

847.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[rainbowbunny's solution](#)

848.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[rainbowbunny's solution](#)

849.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: dp
[rainbowbunny's solution](#)

850.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: implementation, interactive
[rainbowbunny's solution](#)

851.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures
[rainbowbunny's solution](#)

852.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures
[rainbowbunny's solution](#)

853.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, trees
[rainbowbunny's solution](#)

854.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[rainbowbunny's solution](#)

855.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[rainbowbunny's solution](#)

856.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rainbowbunny's solution](#)

857.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[rainbowbunny's solution](#)

858.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

859.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[rainbowbunny's solution](#)

860.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[rainbowbunny's solution](#)

861.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rainbowbunny's solution](#)

862.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[rainbowbunny's solution](#)

863.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[rainbowbunny's solution](#)

864.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[rainbowbunny's solution](#)

865.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[rainbowbunny's solution](#)

866.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[rainbowbunny's solution](#)

867.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[rainbowbunny's solution](#)

868.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[rainbowbunny's solution](#)

869.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[rainbowbunny's solution](#)

870.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[rainbowbunny's solution](#)

871.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[rainbowbunny's solution](#)

872.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[rainbowbunny's solution](#)

873.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2020-07-23 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[rainbowbunny's solution](#)

874.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[rainbowbunny's solution](#)

875.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[rainbowbunny's solution](#)

876.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows

[rainbowbunny's solution](#)

877.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[rainbowbunny's solution](#)

878.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[rainbowbunny's solution](#)

879.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[rainbowbunny's solution](#)

880.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[rainbowbunny's solution](#)

881.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

882.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[rainbowbunny's solution](#)

883.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[rainbowbunny's solution](#)

884.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[rainbowbunny's solution](#)

885.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[rainbowbunny's solution](#)

886.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[rainbowbunny's solution](#)

887.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[rainbowbunny's solution](#)

888.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rainbowbunny's solution](#)

889.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

890.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

891.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[rainbowbunny's solution](#)

892.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[rainbowbunny's solution](#)

893.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[rainbowbunny's solution](#)

894.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[rainbowbunny's solution](#)

895.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[rainbowbunny's solution](#)

896.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[rainbowbunny's solution](#)

897.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[rainbowbunny's solution](#)

898.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[rainbowbunny's solution](#)

899.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[rainbowbunny's solution](#)

900.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[rainbowbunny's solution](#)

901.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[rainbowbunny's solution](#)

902.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[rainbowbunny's solution](#)

903.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[rainbowbunny's solution](#)

904.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[rainbowbunny's solution](#)

905.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[rainbowbunny's solution](#)

906.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[rainbowbunny's solution](#)

907.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[rainbowbunny's solution](#)

908.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, strings
[rainbowbunny's solution](#)

909.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[rainbowbunny's solution](#)

910.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs
[rainbowbunny's solution](#)

911.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[rainbowbunny's solution](#)

912.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
[rainbowbunny's solution](#)

913.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[rainbowbunny's solution](#)

914.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[rainbowbunny's solution](#)

915.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory
[rainbowbunny's solution](#)

916.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[rainbowbunny's solution](#)

917.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[rainbowbunny's solution](#)

918.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[rainbowbunny's solution](#)

919.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[rainbowbunny's solution](#)

920.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[rainbowbunny's solution](#)

921.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[rainbowbunny's solution](#)

922.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[rainbowbunny's solution](#)

923.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[rainbowbunny's solution](#)

924.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[rainbowbunny's solution](#)

925.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[rainbowbunny's solution](#)

926.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[rainbowbunny's solution](#)

927.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[rainbowbunny's solution](#)

928.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[rainbowbunny's solution](#)

929.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[rainbowbunny's solution](#)

930.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[rainbowbunny's solution](#)

931.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[rainbowbunny's solution](#)

932.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[rainbowbunny's solution](#)

933.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp
[rainbowbunny's solution](#)

934.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[rainbowbunny's solution](#)

935.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: games
[rainbowbunny's solution](#)

936.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[rainbowbunny's solution](#)

937.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures
[rainbowbunny's solution](#)

938.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-11-28 · GNU C++11 (first AC) · Tags: data structures, math
[rainbowbunny's solution](#)

939.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[rainbowbunny's solution](#)

940.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[rainbowbunny's solution](#)

941.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[rainbowbunny's solution](#)

942.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[rainbowbunny's solution](#)

943.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-08-18 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft
[rainbowbunny's solution](#)

944.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[rainbowbunny's solution](#)

945.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[rainbowbunny's solution](#)

946.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[rainbowbunny's solution](#)

947.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math
[rainbowbunny's solution](#)

948.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[rainbowbunny's solution](#)

949.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices
[rainbowbunny's solution](#)

950.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[rainbowbunny's solution](#)

951.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[rainbowbunny's solution](#)

952.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[rainbowbunny's solution](#)

953.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[rainbowbunny's solution](#)

954.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[rainbowbunny's solution](#)

955.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

956.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: strings
[rainbowbunny's solution](#)

957.

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory
[rainbowbunny's solution](#)

958.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities
[rainbowbunny's solution](#)

959.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory
[rainbowbunny's solution](#)

960.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[rainbowbunny's solution](#)

961.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[rainbowbunny's solution](#)

962.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[rainbowbunny's solution](#)

963.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[rainbowbunny's solution](#)

964.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rainbowbunny's solution](#)

965.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: data structures, trees

[rainbowbunny's solution](#)

966.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[rainbowbunny's solution](#)

967.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-12-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rainbowbunny's solution](#)

968.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp, strings

[rainbowbunny's solution](#)

969.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[rainbowbunny's solution](#)

970.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[rainbowbunny's solution](#)

971.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: interactive, math, number theory
[rainbowbunny's solution](#)

972.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory
[rainbowbunny's solution](#)

973.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[rainbowbunny's solution](#)

974.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
[rainbowbunny's solution](#)

975.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[rainbowbunny's solution](#)

976.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
[rainbowbunny's solution](#)

977.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[rainbowbunny's solution](#)

978.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[rainbowbunny's solution](#)

979.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[rainbowbunny's solution](#)

980.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[rainbowbunny's solution](#)

981.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[rainbowbunny's solution](#)

982.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, probabilities, two pointers
[rainbowbunny's solution](#)

983.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[rainbowbunny's solution](#)

984.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities
[rainbowbunny's solution](#)

985.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[rainbowbunny's solution](#)

986.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[rainbowbunny's solution](#)

987.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

988.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices
[rainbowbunny's solution](#)

989.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[rainbowbunny's solution](#)

990.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

991.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and

conquer, interactive, probabilities

[rainbowbunny's solution](#)

992.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: binary search, greedy

[rainbowbunny's solution](#)

993.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[rainbowbunny's solution](#)

994.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[rainbowbunny's solution](#)

995.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[rainbowbunny's solution](#)

996.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[rainbowbunny's solution](#)

997.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

998.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[rainbowbunny's solution](#)

999.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, strings

[rainbowbunny's solution](#)

1000.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[rainbowbunny's solution](#)

1001.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[rainbowbunny's solution](#)

1002.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[rainbowbunny's solution](#)**1003.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[rainbowbunny's solution](#)**1004.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[rainbowbunny's solution](#)**1005.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math

[rainbowbunny's solution](#)**1006.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[rainbowbunny's solution](#)**1007.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[rainbowbunny's solution](#)**1008.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-03-27 · last AC: 2021-03-27 · GNU C++11 (first AC) · Tags: brute force, data structures, math, number theory, trees

[rainbowbunny's solution](#)**1009.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[rainbowbunny's solution](#)**1010.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[rainbowbunny's solution](#)**1011.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[rainbowbunny's solution](#)

1012.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[rainbowbunny's solution](#)**1013.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[rainbowbunny's solution](#)**1014.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[rainbowbunny's solution](#)**1015.**

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[rainbowbunny's solution](#)**1016.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[rainbowbunny's solution](#)**1017.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[rainbowbunny's solution](#)**1018.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[rainbowbunny's solution](#)**1019.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[rainbowbunny's solution](#)**1020.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[rainbowbunny's solution](#)**1021.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[rainbowbunny's solution](#)**1022.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[rainbowbunny's solution](#)

1023.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[rainbowbunny's solution](#)

1024.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[rainbowbunny's solution](#)

1025.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[rainbowbunny's solution](#)

1026.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[rainbowbunny's solution](#)

1027.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[rainbowbunny's solution](#)

1028.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[rainbowbunny's solution](#)

1029.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[rainbowbunny's solution](#)

1030.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[rainbowbunny's solution](#)

1031.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[rainbowbunny's solution](#)

1032.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[rainbowbunny's solution](#)

1033.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rainbowbunny's solution](#)

1034.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[rainbowbunny's solution](#)

1035.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1036.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1037.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1038.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1039.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1040.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1041.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1042.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1043.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1044.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1045.

105168K

[Uniform Dispersion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1046.

105168L

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1047.

105168J

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1048.

105168I

[Aeroplane Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1049.

105168H

[Seeking Allies](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1050.

105168G

[Color Contagion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1051.

105168F

[Double Holding](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1052.

105168D

[XOR Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1053.

105168A

[Crazy Yesterday](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1054.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1055.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1056.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1057.

105327L

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

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1058.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1059.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1060.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1061.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1062.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1063.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1064.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1065.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1066.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1067.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1068.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1069.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1070.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1071.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1072.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1073.

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1074.

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1075.

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1076.

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1077.

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1078.

105167E

[Erd 2Öv-ç! urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-08-19 · last AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1079.

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1080.

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1081.

105167A

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

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1082.

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1083.

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1084.

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1085.

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1086.

105167C

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

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1087.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1088.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1089.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1090.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1091.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1092.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1093.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1094.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1095.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1096.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1097.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1098.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1099.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1100.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1101.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1102.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1103.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1104.

104872M

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1171.

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1172.

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1182.

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1203.

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1205.

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1220.

103371J

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Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1221.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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1222.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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1223.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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1224.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1225.

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1226.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1227.

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1228.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1229.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1230.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1231.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
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1232.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1233.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1234.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1235.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1236.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
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1237.

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1238.

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1239.

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1240.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1241.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1242.

102994M

[Travel Dream](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1243.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1244.

102994F

[Girlfriend](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1245.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1246.

102994K

[Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1247.

102055H

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1248.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1249.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1250.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1251.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · last AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1252.

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1253.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1254.

102916A

[Absenteeism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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1255.

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
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1256.

102916H

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1257.

102916F

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Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1258.

102916N

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Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1259.

101987A

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1260.

101987J

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1261.

102253I

[I Curse Myself](#) · [Tutorial](#)

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1262.

101987L

[Working Plan](#) · [Tutorial](#)

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1263.

101987F

[Parentheses](#) · [Tutorial](#)

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1264.

101987B

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1265.

101987D

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1266.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1267.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1268.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1269.

102253L

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

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1270.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1271.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1272.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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1273.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1274.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1275.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1276.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1277.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1278.

102916G

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

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1279.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1280.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1281.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1282.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1283.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1284.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1285.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1286.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1287.

102586E

[Count Modulo 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1288.

103182B

[Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1289.

103102I

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

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1290.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1291.

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1292.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1293.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1294.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1295.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1296.

102155I

[\\$leg\\$ or \\$lege\\$](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1297.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1298.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1299.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1300.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1301.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1302.

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1303.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1304.

101821C

[Eat And Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1305.

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1306.

101821E

[Guess Me If You Can](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1307.

101821F

[Lazy Hash Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1308.

102759A

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

Rating: — · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1309.

102346L

[Less Coin Tosses](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1310.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · last AC: 2020-11-04 · GNU C++11 (first AC) · Tags: —
[rainbowbunny's solution](#)

1311.

101438C

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

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1312.

101438F

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1313.

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1314.

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1315.

102576I

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

Rating: — · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1316.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1317.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[rainbowbunny's solution](#)

1318.

101320D

[Problem Panna Cotta. Shall We Play a Game?](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1319.

101640C

[Tax Collection](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1320.

101291I

[Mismatched Socks](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1321.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1322.

100085K

[Kingdom Roadmap](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1323.

102680H

[Last Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1324.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1325.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1326.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1327.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1328.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1329.

101343J

[Husam and the Broken Present 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1330.

101343A

[On The Way to Lucky Plaza](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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1331.

101343C

[MRT Map](#) · [Tutorial](#)

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1332.

101343K

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1333.

101343B

[So You Think You Can Count?](#) · [Tutorial](#)

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[rainbowbunny's solution](#)

1334.

101343F

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Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[rainbowbunny's solution](#)

1335.

101343E

[Abdalrahman Ali Bugs](#) · [Tutorial](#)

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[rainbowbunny's solution](#)

1336.

101343D

[Husam's Bug](#) · [Tutorial](#)

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1337.

101343I

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1338.

101343H

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