

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

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# Unique solved — real60t

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

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

Filters: none

Count: 1,452

1.

2131B

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Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-18 · Python 3 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
[real60t's solution](#)

2.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-18 · Python 3 (first AC) · Tags: [math](#)  
[real60t's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
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4.

2048A

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5.

2038N

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[real60t's solution](#)

6.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
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7.

2019A

[Max Plus Size](#) · [Tutorial](#)

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8.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[real60t's solution](#)

9.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)  
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**10.**

1919B

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**11.**

1919A

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**12.**

1916A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
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**13.**

1912L

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Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: strings  
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**14.**

1896A

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**15.**

1850A

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Quality: 74,210 global accepts · Rating: 800 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
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**16.**

1850B

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**17.**

1850C

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**18.**

1884A

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1870A

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**20.**

1864A

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**21.**

1842A

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1806A

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1804A

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**24.**

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**26.**

1799A

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**27.**

1776A

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**28.**

1795A

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**29.**

1788A

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**30.**

1778A

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**31.**

1787A

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**32.**

1782A

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**33.**

1764A

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1762A

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**35.**

1766A

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**36.**

1765B

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**37.**

1759A

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**38.**

1759B

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1735A

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**40.**

1749A

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**41.**

1743B

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**42.**

1743A

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implementation, math

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1746B

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1746A

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1736A

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**46.**

1734B

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**47.**

1734A

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**48.**

1720B

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**49.**

1725A

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**50.**

1717A

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**51.**

1721A

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Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**52.**

1526A

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**53.**

1713A

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**54.**

1704A

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1711A

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

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**56.**

1705A

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**57.**

1696A

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**58.**

1695A

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1697A

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**60.**

1688A

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**61.**

1688B

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1680B

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**63.**

1680A

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**64.**

1668A

[Direction Change](#) · [Tutorial](#)

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**65.**

1673A

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**66.**

1672B

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**67.**

1672A

[Log Chopping](#) · [Tutorial](#)

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**68.**

1671A

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**69.**

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**70.**

1660A

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**71.**

1665A

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**72.**

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**73.**

1649A

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Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**74.**

1642A

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Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
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- 75.**  
1638A  
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Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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1637A  
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- 77.**  
1631A  
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1632A  
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- 79.**  
1634A  
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- 80.**  
1287A  
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71A  
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4A  
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- 83.**  
2048B  
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- 84.**  
1896B  
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1850D  
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sortings

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**86.**

1806B

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**87.**

1795B

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**88.**

1764B

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**89.**

1732B

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**90.**

1749B

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**91.**

1735B

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Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**92.**

1705B

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**93.**

1696B

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**94.**

1697B

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Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**95.**

1679A

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**96.**

1668B

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**97.**

1665B

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**98.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[real60t's solution](#)

**99.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[real60t's solution](#)

**100.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,283 global accepts · Rating: 900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[real60t's solution](#)

**101.**

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings  
[real60t's solution](#)

**102.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[real60t's solution](#)

**103.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[real60t's solution](#)

**104.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[real60t's solution](#)

**105.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[real60t's solution](#)

**106.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[real60t's solution](#)

**107.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[real60t's solution](#)

**108.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[real60t's solution](#)

**109.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[real60t's solution](#)

**110.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,889 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[real60t's solution](#)

**111.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory  
[real60t's solution](#)

**112.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[real60t's solution](#)

**113.**

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[real60t's solution](#)

**114.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[real60t's solution](#)

**115.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy  
[real60t's solution](#)

**116.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings  
[real60t's solution](#)

**117.**

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,538 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[real60t's solution](#)

**118.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[real60t's solution](#)

**119.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,237 global accepts · Rating: 1000 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[real60t's solution](#)

**120.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,620 global accepts · Rating: 1100 · first AC: 2025-08-18 · Python 3 (first AC) · Tags: math, number theory

[real60t's solution](#)

**121.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[real60t's solution](#)

**122.**

1991B

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

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

[real60t's solution](#)

**123.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[real60t's solution](#)

**124.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,001 global accepts · Rating: 1100 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[real60t's solution](#)

**125.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[real60t's solution](#)

**126.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[real60t's solution](#)

**127.**

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[real60t's solution](#)

**128.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,812 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[real60t's solution](#)

**129.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[real60t's solution](#)

**130.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[real60t's solution](#)

**131.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[real60t's solution](#)

**132.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, shortest paths  
[real60t's solution](#)

**133.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[real60t's solution](#)

**134.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[real60t's solution](#)

**135.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[real60t's solution](#)

**136.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[real60t's solution](#)

**137.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings  
[real60t's solution](#)

**138.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[real60t's solution](#)

**139.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[real60t's solution](#)

**140.**

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[real60t's solution](#)

**141.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[real60t's solution](#)

**142.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[real60t's solution](#)

**143.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[real60t's solution](#)

**144.**

1874A

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

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation  
[real60t's solution](#)

**145.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[real60t's solution](#)

**146.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[real60t's solution](#)

**147.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,106 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[real60t's solution](#)

**148.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[real60t's solution](#)

**149.**

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,634 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[real60t's solution](#)

**150.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[real60t's solution](#)

**151.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[real60t's solution](#)

**152.**

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[real60t's solution](#)

**153.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,795 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[real60t's solution](#)

**154.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[real60t's solution](#)

**155.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,435 global accepts · Rating: 1200 · first AC: 2022-05-14 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[real60t's solution](#)

**156.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-04-22 · last AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[real60t's solution](#)

**157.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[real60t's solution](#)

## 158.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[real60t's solution](#)

## 159.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[real60t's solution](#)

## 160.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[real60t's solution](#)

## 161.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[real60t's solution](#)

## 162.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[real60t's solution](#)

## 163.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,589 global accepts · Rating: 1300 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[real60t's solution](#)

## 164.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[real60t's solution](#)

## 165.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[real60t's solution](#)

## 166.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[real60t's solution](#)

**167.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[real60t's solution](#)

**168.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[real60t's solution](#)

**169.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[real60t's solution](#)

**170.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[real60t's solution](#)

**171.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[real60t's solution](#)

**172.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[real60t's solution](#)

**173.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[real60t's solution](#)

**174.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[real60t's solution](#)

**175.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[real60t's solution](#)

**176.**

1694C

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

Rating: 1300 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[real60t's solution](#)

**177.**

1668C

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

Rating: 1300 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[real60t's solution](#)

**178.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[real60t's solution](#)

**179.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[real60t's solution](#)

**180.**

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[real60t's solution](#)

**181.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[real60t's solution](#)

**182.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[real60t's solution](#)

**183.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[real60t's solution](#)

**184.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[real60t's solution](#)

**185.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,924 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[real60t's solution](#)

**186.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,986 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[real60t's solution](#)

**187.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[real60t's solution](#)

**188.**

1967B1

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

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[real60t's solution](#)

**189.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[real60t's solution](#)

**190.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[real60t's solution](#)

**191.**

1919C

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

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[real60t's solution](#)

**192.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[real60t's solution](#)

**193.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[real60t's solution](#)

**194.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[real60t's solution](#)

**195.**

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[real60t's solution](#)

**196.**

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
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**197.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory  
[real60t's solution](#)

**198.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[real60t's solution](#)

**199.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

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**200.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

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**201.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

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**202.**

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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**203.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**204.**

1696C

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Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**205.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

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**206.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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**207.**

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

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**208.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math  
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**209.**

1181B

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Quality: 6,612 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
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**210.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,475 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
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**211.**

1545A

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Quality: 14,884 global accepts · Rating: 1500 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: sortings  
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**212.**

1842C

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**213.**

1817A

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Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy  
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**214.**

1804C

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**215.**

1776L

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**216.**

1795C

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**217.**

409H

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**218.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

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**219.**

1765N

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**220.**

1765K

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**221.**

1759E

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**222.**

1732D1

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**223.**

1753A2

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**224.**

1526C1

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**225.**

278B

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**226.**

1711C

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**227.**

1673C

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1630A

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1631C

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1486B

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**231.**

2084D

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**232.**

2052A

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**233.**

2048D

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**236.**

1806C

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**237.**

1801A

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**238.**

1795D

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**239.**

1778C

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1787C

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**241.**

1782C

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**242.**

1779C

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**243.**

1766D

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**244.**

1753B

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1680C

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**246.**

1671D

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1660D

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**248.**

1665C

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**249.**

1632C

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**250.**

1486C1

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**251.**

1555D

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**252.**

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**253.**

2089A

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**254.**

2052F

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**256.**

2018C

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**257.**

2006A

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**258.**

1916D

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**259.**

1896D

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**260.**

1850H

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1893B

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**262.**

1889B

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**263.**

1884C

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**264.**

1864D

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**265.**

1799C

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**266.**

1776F

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**267.**

1792D

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**268.**

1770C

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**269.**

1731D

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**270.**

1765D

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**271.**

1743D

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**272.**

1735D

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**273.**

1543D1

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**274.**

1562D1

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**275.**

1111C

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**276.**

1660F1

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**277.**

1693B

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Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[real60t's solution](#)

**278.**

1695C

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**279.**

1692H

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**280.**

1672D

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**281.**

1118D1

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**282.**

1118D2

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**283.**

2035D

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**284.**

2006B

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**285.**

1965B

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**286.**

1912K

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**287.**

1856E1

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**288.**

1118F1

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**289.**

1870D

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**290.**

178F1

[Representative Sampling](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 1800 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**291.**

1852B

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

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

[real60t's solution](#)

**292.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[real60t's solution](#)

**293.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[real60t's solution](#)

**294.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[real60t's solution](#)

**295.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[real60t's solution](#)

**296.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[real60t's solution](#)

**297.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[real60t's solution](#)

**298.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[real60t's solution](#)

**299.**

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,575 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[real60t's solution](#)

**300.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[real60t's solution](#)

**301.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[real60t's solution](#)

**302.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[real60t's solution](#)

**303.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[real60t's solution](#)

**304.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[real60t's solution](#)

**305.**

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[real60t's solution](#)

**306.**

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[real60t's solution](#)

**307.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

greedy, math, sortings

[real60t's solution](#)

**308.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[real60t's solution](#)

**309.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[real60t's solution](#)

**310.**

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[real60t's solution](#)

**311.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[real60t's solution](#)

**312.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[real60t's solution](#)

**313.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[real60t's solution](#)

**314.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[real60t's solution](#)

**315.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[real60t's solution](#)

**316.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[real60t's solution](#)

**317.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[real60t's solution](#)

**318.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[real60t's solution](#)

**319.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[real60t's solution](#)

**320.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[real60t's solution](#)

**321.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[real60t's solution](#)

**322.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[real60t's solution](#)

**323.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[real60t's solution](#)

**324.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[real60t's solution](#)

**325.**

1887A.2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[real60t's solution](#)

**326.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[real60t's solution](#)

**327.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[real60t's solution](#)

**328.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[real60t's solution](#)

**329.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[real60t's solution](#)

**330.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[real60t's solution](#)

**331.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[real60t's solution](#)

**332.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[real60t's solution](#)

**333.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[real60t's solution](#)

**334.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[real60t's solution](#)

**335.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[real60t's solution](#)

**336.**

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[real60t's solution](#)

**337.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math  
[real60t's solution](#)

**338.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[real60t's solution](#)

**339.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[real60t's solution](#)

**340.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers  
[real60t's solution](#)

**341.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[real60t's solution](#)

**342.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[real60t's solution](#)

**343.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2022-07-15 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[real60t's solution](#)

**344.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[real60t's solution](#)

**345.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-07-18 · last AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[real60t's solution](#)

**346.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities  
[real60t's solution](#)

**347.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[real60t's solution](#)

### 348.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[real60t's solution](#)

### 349.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[real60t's solution](#)

### 350.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[real60t's solution](#)

### 351.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[real60t's solution](#)

### 352.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[real60t's solution](#)

### 353.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[real60t's solution](#)

### 354.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[real60t's solution](#)

### 355.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,886 global accepts · Rating: 1900 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[real60t's solution](#)

### 356.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[real60t's solution](#)

### 357.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[real60t's solution](#)

**358.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[real60t's solution](#)

**359.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[real60t's solution](#)

**360.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[real60t's solution](#)

**361.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[real60t's solution](#)

**362.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[real60t's solution](#)

**363.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[real60t's solution](#)

**364.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[real60t's solution](#)

**365.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[real60t's solution](#)

**366.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[real60t's solution](#)

**367.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[real60t's solution](#)

**368.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[real60t's solution](#)

**369.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**370.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-24 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[real60t's solution](#)

**371.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[real60t's solution](#)

**372.**

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[real60t's solution](#)

**373.**

1210C

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

Quality: 3,598 global accepts · Rating: 2000 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, trees

[real60t's solution](#)

**374.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[real60t's solution](#)

**375.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[real60t's solution](#)

**376.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[real60t's solution](#)

**377.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[real60t's solution](#)

**378.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[real60t's solution](#)

**379.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[real60t's solution](#)

**380.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[real60t's solution](#)

**381.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[real60t's solution](#)

**382.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[real60t's solution](#)

**383.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[real60t's solution](#)

**384.**

891B

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Quality: 3,241 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**385.**

380C

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**386.**

1370D

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**387.**

1438C

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constructive algorithms, fft, flows

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**388.**

1366D

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**389.**

1359D

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**390.**

1344B

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**391.**

1385E

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**392.**

1349B

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**393.**

1311D

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**394.**

1416B

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**395.**

1391D

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**396.**

1521C

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Quality: 4,613 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[real60t's solution](#)

**397.**

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, two pointers

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**398.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**399.**

1244E

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**400.**

1301D

[Time to Run](#) · [Tutorial](#)

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**401.**

1513D

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**402.**

1567D

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**403.**

1566E

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**404.**

1266D

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**405.**

1427D

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**406.**

1618F

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**407.**

1487E

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**408.**

1690G

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**409.**

1657D

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**410.**

1641B

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**411.**

1642D

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**412.**

1638D

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**413.**

1634D

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**414.**

999E

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Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

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**415.**

2B

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Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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**416.**

2052D

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**417.**

2038B

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Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[real60t's solution](#)

**418.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

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**419.**

1920E

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[real60t's solution](#)

**420.**

1919D

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**421.**

1912B

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Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[real60t's solution](#)

**422.**

1896E

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[real60t's solution](#)

**423.**

1884D

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Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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**424.**

1886D

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Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[real60t's solution](#)

**425.**

1864E

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[real60t's solution](#)

**426.**

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[real60t's solution](#)

**427.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

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**428.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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**429.**

1776G

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Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

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**430.**

1778D

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Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[real60t's solution](#)

**431.**

1787E

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**432.**

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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**433.**

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[real60t's solution](#)

**434.**

1265E

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[real60t's solution](#)

**435.**

1761D

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Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[real60t's solution](#)

**436.**

1732C2

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Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

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**437.**

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
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**438.**

466D

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Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
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**439.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math  
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**440.**

1654D

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**441.**

1538E

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Quality: 3,222 global accepts · Rating: 2100 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings  
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**442.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees  
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**443.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy  
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**444.**

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers  
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**445.**

1547G

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**446.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle  
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**447.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory  
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**448.**

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math  
[real60t's solution](#)

**449.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
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**450.**

1621D

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Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**451.**

1626D

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[real60t's solution](#)

**452.**

1516D

[Cut](#) · [Tutorial](#)

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**453.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math  
[real60t's solution](#)

**454.**

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2022-07-30 · last AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings  
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**455.**

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, strings  
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**456.**

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths  
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**457.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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**458.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[real60t's solution](#)

**459.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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**460.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[real60t's solution](#)

**461.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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**462.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**463.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[real60t's solution](#)

**464.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2022-07-16 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[real60t's solution](#)

**465.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

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**466.**

1671E

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[real60t's solution](#)

**467.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[real60t's solution](#)

**468.**

1000E

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

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[real60t's solution](#)

**469.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[real60t's solution](#)

**470.**

2089C1

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Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

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**471.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

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**472.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[real60t's solution](#)

**473.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[real60t's solution](#)

**474.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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**475.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[real60t's solution](#)

**476.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[real60t's solution](#)

**477.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[real60t's solution](#)

**478.**

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, strings

[real60t's solution](#)

**479.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[real60t's solution](#)

**480.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[real60t's solution](#)

**481.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[real60t's solution](#)

**482.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[real60t's solution](#)

**483.**

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[real60t's solution](#)

**484.**

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: flows

[real60t's solution](#)

**485.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[real60t's solution](#)

**486.**

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[real60t's solution](#)

**487.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[real60t's solution](#)

**488.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[real60t's solution](#)

**489.**

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[real60t's solution](#)

**490.**

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[real60t's solution](#)

**491.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[real60t's solution](#)

**492.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[real60t's solution](#)

**493.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[real60t's solution](#)

**494.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[real60t's solution](#)

**495.**

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[real60t's solution](#)

**496.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[real60t's solution](#)

**497.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-09-01 · last AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[real60t's solution](#)

**498.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[real60t's solution](#)

**499.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[real60t's solution](#)

**500.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[real60t's solution](#)

**501.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-08-29 · last AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[real60t's solution](#)

**502.**

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[real60t's solution](#)

**503.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[real60t's solution](#)

**504.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**505.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[real60t's solution](#)

**506.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[real60t's solution](#)

**507.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
[real60t's solution](#)

**508.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[real60t's solution](#)

**509.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[real60t's solution](#)

**510.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[real60t's solution](#)

**511.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory  
[real60t's solution](#)

**512.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[real60t's solution](#)

**513.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math  
[real60t's solution](#)

**514.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**515.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[real60t's solution](#)

**516.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[real60t's solution](#)

**517.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[real60t's solution](#)

**518.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-08-19 · last AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[real60t's solution](#)

**519.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[real60t's solution](#)

**520.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[real60t's solution](#)

**521.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[real60t's solution](#)

**522.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[real60t's solution](#)

**523.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[real60t's solution](#)

**524.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,097 global accepts · Rating: 2200 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[real60t's solution](#)

**525.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[real60t's solution](#)

**526.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, dp, flows, graphs, shortest paths

[real60t's solution](#)

**527.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[real60t's solution](#)

**528.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[real60t's solution](#)

**529.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[real60t's solution](#)

**530.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[real60t's solution](#)

**531.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[real60t's solution](#)

**532.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[real60t's solution](#)

**533.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[real60t's solution](#)

**534.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[real60t's solution](#)

**535.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[real60t's solution](#)

**536.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[real60t's solution](#)

### 537.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-28 · last AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[real60t's solution](#)

### 538.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[real60t's solution](#)

### 539.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[real60t's solution](#)

### 540.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[real60t's solution](#)

### 541.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

### 542.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[real60t's solution](#)

### 543.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[real60t's solution](#)

### 544.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[real60t's solution](#)

### 545.

1870E

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

Quality: 2,963 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[real60t's solution](#)

**546.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[real60t's solution](#)

**547.**

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[real60t's solution](#)

**548.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[real60t's solution](#)

**549.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[real60t's solution](#)

**550.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[real60t's solution](#)

**551.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[real60t's solution](#)

**552.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[real60t's solution](#)

**553.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[real60t's solution](#)

**554.**

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[real60t's solution](#)

**555.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: flows

[real60t's solution](#)

**556.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[real60t's solution](#)

**557.**

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: flows  
[real60t's solution](#)

**558.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers  
[real60t's solution](#)

**559.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities  
[real60t's solution](#)

**560.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[real60t's solution](#)

**561.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities  
[real60t's solution](#)

**562.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[real60t's solution](#)

**563.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[real60t's solution](#)

**564.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[real60t's solution](#)

**565.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[real60t's solution](#)

**566.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs  
[real60t's solution](#)

**567.**

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: games  
[real60t's solution](#)

**568.**

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[real60t's solution](#)

**569.**

858F

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Quality: 2,022 global accepts · Rating: 2300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
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**570.**

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices  
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**571.**

111D

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Quality: 901 global accepts · Rating: 2300 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
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**572.**

1070J

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Quality: 786 global accepts · Rating: 2300 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp  
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**573.**

1250G

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**574.**

727F

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Quality: 957 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
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**575.**

429C

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Quality: 1,030 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees  
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**576.**

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft

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**577.**

846E

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**578.**

277B

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Quality: 847 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

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**579.**

594C

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Quality: 759 global accepts · Rating: 2300 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, two pointers

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**580.**

856B

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**581.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

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[real60t's solution](#)

**582.**

1675G

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Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[real60t's solution](#)

**583.**

97B

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**584.**

432E

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Quality: 799 global accepts · Rating: 2300 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[real60t's solution](#)

**585.**

895E

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Quality: 1,268 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[real60t's solution](#)

**586.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

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**587.**

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2022-09-07 · last AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[real60t's solution](#)

**588.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2022-09-05 · last AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
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**589.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 2300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees  
[real60t's solution](#)

**590.**

1496E

[Garden of the Sun](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[real60t's solution](#)

**591.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
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**592.**

1494D

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Quality: 2,820 global accepts · Rating: 2300 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees  
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**593.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers  
[real60t's solution](#)

**594.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-16 · last AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy  
[real60t's solution](#)

**595.**

713C

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Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
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**596.**

1009F

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**597.**

600E

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**598.**

2084E

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[real60t's solution](#)

**599.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

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[real60t's solution](#)

**600.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[real60t's solution](#)

**601.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

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**602.**

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Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[real60t's solution](#)

**603.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, graph matchings

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**604.**

1713E

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Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

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**605.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

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[real60t's solution](#)

**606.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[real60t's solution](#)

**607.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[real60t's solution](#)

**608.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[real60t's solution](#)

**609.**

1979E

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Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

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**610.**

1936C

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Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[real60t's solution](#)

**611.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[real60t's solution](#)

**612.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**613.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

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**614.**

1088E

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Quality: 1,616 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[real60t's solution](#)

**615.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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**616.**

1912G

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Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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**617.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

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**618.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[real60t's solution](#)

**619.**

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

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**620.**

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[real60t's solution](#)

**621.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[real60t's solution](#)

**622.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

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**623.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[real60t's solution](#)

**624.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

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**625.**

1817C

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Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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**626.**

1286C1

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Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

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**627.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[real60t's solution](#)

**628.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[real60t's solution](#)

**629.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

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**630.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

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**631.**

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, graphs

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**632.**

1792E

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Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

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**633.**

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: flows

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**634.**

802M2

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Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

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**635.**

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

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**636.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-01-16 · last AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, trees

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**637.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

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**638.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
[real60t's solution](#)

**639.**

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, matrices  
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**640.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
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**641.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices  
[real60t's solution](#)

**642.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices  
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**643.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
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**644.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[real60t's solution](#)

**645.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, number theory  
[real60t's solution](#)

**646.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[real60t's solution](#)

**647.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[real60t's solution](#)

**648.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[real60t's solution](#)

**649.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, flows

[real60t's solution](#)

**650.**

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-12-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[real60t's solution](#)

**651.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[real60t's solution](#)

**652.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[real60t's solution](#)

**653.**

175D

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Quality: 320 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, probabilities

[real60t's solution](#)

**654.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[real60t's solution](#)

**655.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[real60t's solution](#)

**656.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[real60t's solution](#)

**657.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[real60t's solution](#)

**658.**

1008D

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Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[real60t's solution](#)

**659.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[real60t's solution](#)

**660.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[real60t's solution](#)

**661.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**662.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[real60t's solution](#)

**663.**

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2022-11-22 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, probabilities

[real60t's solution](#)

**664.**

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, matrices

[real60t's solution](#)

**665.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[real60t's solution](#)

**666.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[real60t's solution](#)

**667.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers

[real60t's solution](#)

**668.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[real60t's solution](#)

**669.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**670.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[real60t's solution](#)

**671.**

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[real60t's solution](#)

**672.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[real60t's solution](#)

**673.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[real60t's solution](#)

**674.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[real60t's solution](#)

**675.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**676.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

**677.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**678.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[real60t's solution](#)

**679.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**680.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[real60t's solution](#)

**681.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[real60t's solution](#)

**682.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[real60t's solution](#)

**683.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[real60t's solution](#)

**684.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[real60t's solution](#)

**685.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[real60t's solution](#)

**686.**

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[real60t's solution](#)

**687.**

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, math, two pointers

[real60t's solution](#)

**688.**

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[real60t's solution](#)

**689.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[real60t's solution](#)

**690.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[real60t's solution](#)

**691.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[real60t's solution](#)

**692.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[real60t's solution](#)

**693.**

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, ternary search

[real60t's solution](#)

**694.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[real60t's solution](#)

**695.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[real60t's solution](#)

**696.**

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[real60t's solution](#)

**697.**

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer

[real60t's solution](#)

**698.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[real60t's solution](#)

**699.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities  
[real60t's solution](#)

**700.**

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[real60t's solution](#)

**701.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-09-28 · last AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[real60t's solution](#)

**702.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs  
[real60t's solution](#)

**703.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees  
[real60t's solution](#)

**704.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[real60t's solution](#)

**705.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees  
[real60t's solution](#)

**706.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[real60t's solution](#)

**707.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math  
[real60t's solution](#)

**708.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-08-10 · last AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[real60t's solution](#)

**709.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[real60t's solution](#)

**710.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[real60t's solution](#)

**711.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[real60t's solution](#)

**712.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[real60t's solution](#)

**713.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[real60t's solution](#)

**714.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, sortings

[real60t's solution](#)

**715.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[real60t's solution](#)

**716.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[real60t's solution](#)

**717.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[real60t's solution](#)

**718.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**719.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings  
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**720.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings  
[real60t's solution](#)

**721.**

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[real60t's solution](#)

**722.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · last AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[real60t's solution](#)

**723.**

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees  
[real60t's solution](#)

**724.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**725.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer  
[real60t's solution](#)

**726.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices  
[real60t's solution](#)

**727.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[real60t's solution](#)

**728.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[real60t's solution](#)

**729.**

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[real60t's solution](#)

**730.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**731.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[real60t's solution](#)

**732.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[real60t's solution](#)

**733.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[real60t's solution](#)

**734.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[real60t's solution](#)

**735.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[real60t's solution](#)

**736.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[real60t's solution](#)

**737.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[real60t's solution](#)

**738.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[real60t's solution](#)

**739.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[real60t's solution](#)

**740.**

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[real60t's solution](#)

**741.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[real60t's solution](#)

**742.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[real60t's solution](#)

**743.**

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[real60t's solution](#)

**744.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[real60t's solution](#)

**745.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[real60t's solution](#)

**746.**

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities

[real60t's solution](#)

**747.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[real60t's solution](#)

**748.**

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, probabilities

[real60t's solution](#)

**749.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[real60t's solution](#)

**750.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[real60t's solution](#)

**751.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[real60t's solution](#)

**752.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[real60t's solution](#)

**753.**

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[real60t's solution](#)

**754.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**755.**

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation

[real60t's solution](#)

**756.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[real60t's solution](#)

**757.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[real60t's solution](#)

**758.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[real60t's solution](#)

**759.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[real60t's solution](#)

**760.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[real60t's solution](#)

**761.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[real60t's solution](#)

**762.**

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[real60t's solution](#)

**763.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[real60t's solution](#)

**764.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[real60t's solution](#)

**765.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-11-19 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[real60t's solution](#)

**766.**

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[real60t's solution](#)

**767.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

graphs

[real60t's solution](#)

**768.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[real60t's solution](#)

**769.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[real60t's solution](#)

**770.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**771.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**772.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[real60t's solution](#)

**773.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[real60t's solution](#)

**774.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**775.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[real60t's solution](#)

**776.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[real60t's solution](#)

**777.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[real60t's solution](#)

### 778.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

### 779.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[real60t's solution](#)

### 780.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[real60t's solution](#)

### 781.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[real60t's solution](#)

### 782.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[real60t's solution](#)

### 783.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[real60t's solution](#)

### 784.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[real60t's solution](#)

### 785.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[real60t's solution](#)

### 786.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[real60t's solution](#)

### 787.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[real60t's solution](#)

**788.**

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[real60t's solution](#)

**789.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms  
[real60t's solution](#)

**790.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings  
[real60t's solution](#)

**791.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[real60t's solution](#)

**792.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math  
[real60t's solution](#)

**793.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[real60t's solution](#)

**794.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing  
[real60t's solution](#)

**795.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[real60t's solution](#)

**796.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[real60t's solution](#)

**797.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[real60t's solution](#)

**798.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[real60t's solution](#)

**799.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[real60t's solution](#)

**800.**

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[real60t's solution](#)

**801.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[real60t's solution](#)

**802.**

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[real60t's solution](#)

**803.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[real60t's solution](#)

**804.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[real60t's solution](#)

**805.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[real60t's solution](#)

**806.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[real60t's solution](#)

**807.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[real60t's solution](#)

### 808.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[real60t's solution](#)

### 809.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

### 810.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[real60t's solution](#)

### 811.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[real60t's solution](#)

### 812.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[real60t's solution](#)

### 813.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[real60t's solution](#)

### 814.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[real60t's solution](#)

### 815.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[real60t's solution](#)

### 816.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[real60t's solution](#)

### 817.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2022-10-03 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[real60t's solution](#)

## 818.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[real60t's solution](#)

## 819.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[real60t's solution](#)

## 820.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[real60t's solution](#)

## 821.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[real60t's solution](#)

## 822.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[real60t's solution](#)

## 823.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-03-16 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[real60t's solution](#)

## 824.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[real60t's solution](#)

## 825.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[real60t's solution](#)

## 826.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

## 827.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[real60t's solution](#)

**828.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[real60t's solution](#)

**829.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[real60t's solution](#)

**830.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[real60t's solution](#)

**831.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[real60t's solution](#)

**832.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[real60t's solution](#)

**833.**

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[real60t's solution](#)

**834.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[real60t's solution](#)

**835.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[real60t's solution](#)

**836.**

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2023-01-18 · last AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[real60t's solution](#)

**837.**

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices  
[real60t's solution](#)

**838.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2023-01-07 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy  
[real60t's solution](#)

**839.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**840.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees  
[real60t's solution](#)

**841.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[real60t's solution](#)

**842.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**843.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[real60t's solution](#)

**844.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp  
[real60t's solution](#)

**845.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[real60t's solution](#)

**846.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[real60t's solution](#)

**847.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures  
[real60t's solution](#)

**848.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities  
[real60t's solution](#)

**849.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: fft  
[real60t's solution](#)

**850.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, fft, math, number theory  
[real60t's solution](#)

**851.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[real60t's solution](#)

**852.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees  
[real60t's solution](#)

**853.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[real60t's solution](#)

**854.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities  
[real60t's solution](#)

**855.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[real60t's solution](#)

**856.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[real60t's solution](#)

**857.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math  
[real60t's solution](#)

**858.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-02-26 · last AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[real60t's solution](#)

**859.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[real60t's solution](#)

**860.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**861.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[real60t's solution](#)

**862.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[real60t's solution](#)

**863.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[real60t's solution](#)

**864.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[real60t's solution](#)

**865.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[real60t's solution](#)

**866.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[real60t's solution](#)

**867.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[real60t's solution](#)

**868.**

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**869.**

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[real60t's solution](#)

**870.**

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[real60t's solution](#)

**871.**

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[real60t's solution](#)

**872.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[real60t's solution](#)

**873.**

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[real60t's solution](#)

**874.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[real60t's solution](#)

**875.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[real60t's solution](#)

**876.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[real60t's solution](#)

**877.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[real60t's solution](#)

**878.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[real60t's solution](#)

**879.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[real60t's solution](#)

**880.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[real60t's solution](#)

**881.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[real60t's solution](#)

**882.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[real60t's solution](#)

**883.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[real60t's solution](#)

**884.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[real60t's solution](#)

**885.**

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2023-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[real60t's solution](#)

**886.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[real60t's solution](#)

**887.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[real60t's solution](#)

**888.**

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[real60t's solution](#)

**889.**

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, matrices

[real60t's solution](#)

**890.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[real60t's solution](#)

**891.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2700 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[real60t's solution](#)

**892.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[real60t's solution](#)

**893.**

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[real60t's solution](#)

**894.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[real60t's solution](#)

**895.**

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[real60t's solution](#)

**896.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**897.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[real60t's solution](#)

**898.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[real60t's solution](#)

**899.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[real60t's solution](#)

**900.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[real60t's solution](#)

**901.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[real60t's solution](#)

**902.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[real60t's solution](#)

**903.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[real60t's solution](#)

**904.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[real60t's solution](#)

**905.**

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, matrices

[real60t's solution](#)

**906.**

62E

[World Evil](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[real60t's solution](#)

**907.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[real60t's solution](#)

**908.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[real60t's solution](#)

**909.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs

[real60t's solution](#)

## 910.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[real60t's solution](#)

## 911.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[real60t's solution](#)

## 912.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[real60t's solution](#)

## 913.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows

[real60t's solution](#)

## 914.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2023-02-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[real60t's solution](#)

## 915.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[real60t's solution](#)

## 916.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[real60t's solution](#)

## 917.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[real60t's solution](#)

## 918.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[real60t's solution](#)

## 919.

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[real60t's solution](#)

**920.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-02-03 · last AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[real60t's solution](#)

**921.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math  
[real60t's solution](#)

**922.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-01-31 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs  
[real60t's solution](#)

**923.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[real60t's solution](#)

**924.**

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2023-01-07 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees  
[real60t's solution](#)

**925.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2023-01-07 · last AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities  
[real60t's solution](#)

**926.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[real60t's solution](#)

**927.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[real60t's solution](#)

**928.**

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, probabilities  
[real60t's solution](#)

**929.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[real60t's solution](#)

**930.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[real60t's solution](#)

**931.**

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[real60t's solution](#)

**932.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[real60t's solution](#)

**933.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[real60t's solution](#)

**934.**

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[real60t's solution](#)

**935.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[real60t's solution](#)

**936.**

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[real60t's solution](#)

**937.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[real60t's solution](#)

**938.**

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[real60t's solution](#)

**939.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[real60t's solution](#)

**940.**

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[real60t's solution](#)

**941.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[real60t's solution](#)

**942.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[real60t's solution](#)

**943.**

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[real60t's solution](#)

**944.**

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[real60t's solution](#)

**945.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[real60t's solution](#)

**946.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**947.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[real60t's solution](#)

**948.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math

[real60t's solution](#)

**949.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[real60t's solution](#)

**950.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-20 · last AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[real60t's solution](#)

**951.**

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[real60t's solution](#)

**952.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[real60t's solution](#)

**953.**

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[real60t's solution](#)

**954.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[real60t's solution](#)

**955.**

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[real60t's solution](#)

**956.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[real60t's solution](#)

**957.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[real60t's solution](#)

**958.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[real60t's solution](#)

**959.**

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[real60t's solution](#)

**960.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[real60t's solution](#)

**961.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[real60t's solution](#)

**962.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[real60t's solution](#)

**963.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[real60t's solution](#)

**964.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math, number theory

[real60t's solution](#)

**965.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**966.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[real60t's solution](#)

**967.**

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-01-13 · last AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[real60t's solution](#)

**968.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[real60t's solution](#)

**969.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[real60t's solution](#)

**970.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[real60t's solution](#)

### 971.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[real60t's solution](#)

### 972.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[real60t's solution](#)

### 973.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[real60t's solution](#)

### 974.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[real60t's solution](#)

### 975.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[real60t's solution](#)

### 976.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[real60t's solution](#)

### 977.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[real60t's solution](#)

### 978.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[real60t's solution](#)

### 979.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2023-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[real60t's solution](#)

### 980.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths  
[real60t's solution](#)

**981.**

838F

[Expected Earnings](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 2800 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[real60t's solution](#)

**982.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, implementation  
[real60t's solution](#)

**983.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[real60t's solution](#)

**984.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[real60t's solution](#)

**985.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math  
[real60t's solution](#)

**986.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory  
[real60t's solution](#)

**987.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers  
[real60t's solution](#)

**988.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[real60t's solution](#)

**989.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees  
[real60t's solution](#)

**990.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities  
[real60t's solution](#)

**991.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[real60t's solution](#)

**992.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp  
[real60t's solution](#)

**993.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**994.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[real60t's solution](#)

**995.**

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows  
[real60t's solution](#)

**996.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs  
[real60t's solution](#)

**997.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2023-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math  
[real60t's solution](#)

**998.**

288E

[Polo the Penguin and Lucky Numbers](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2800 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math  
[real60t's solution](#)

**999.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[real60t's solution](#)

**1000.**

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1001.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees  
[real60t's solution](#)

**1002.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math  
[real60t's solution](#)

**1003.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math  
[real60t's solution](#)

**1004.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[real60t's solution](#)

**1005.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math  
[real60t's solution](#)

**1006.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-10-24 · last AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[real60t's solution](#)

**1007.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings  
[real60t's solution](#)

**1008.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**1009.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math  
[real60t's solution](#)

**1010.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math  
[real60t's solution](#)

**1011.**

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings  
[real60t's solution](#)

**1012.**

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive  
[real60t's solution](#)

**1013.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

**1014.**

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[real60t's solution](#)

**1015.**

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees  
[real60t's solution](#)

**1016.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows  
[real60t's solution](#)

**1017.**

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs  
[real60t's solution](#)

**1018.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1019.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1020.**

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths  
[real60t's solution](#)

**1021.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[real60t's solution](#)

### 1022.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[real60t's solution](#)

### 1023.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[real60t's solution](#)

### 1024.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[real60t's solution](#)

### 1025.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[real60t's solution](#)

### 1026.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[real60t's solution](#)

### 1027.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[real60t's solution](#)

### 1028.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[real60t's solution](#)

### 1029.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[real60t's solution](#)

### 1030.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[real60t's solution](#)

### 1031.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[real60t's solution](#)

**1032.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[real60t's solution](#)

**1033.**

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[real60t's solution](#)

**1034.**

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[real60t's solution](#)

**1035.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[real60t's solution](#)

**1036.**

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[real60t's solution](#)

**1037.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[real60t's solution](#)

**1038.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**1039.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[real60t's solution](#)

**1040.**

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[real60t's solution](#)

**1041.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[real60t's solution](#)

**1042.**

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[real60t's solution](#)

**1043.**

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[real60t's solution](#)

**1044.**

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[real60t's solution](#)

**1045.**

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2024-10-13 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[real60t's solution](#)

**1046.**

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[real60t's solution](#)

**1047.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[real60t's solution](#)

**1048.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[real60t's solution](#)

**1049.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[real60t's solution](#)

**1050.**

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: games, number theory

[real60t's solution](#)

**1051.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[real60t's solution](#)

**1052.**

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[real60t's solution](#)

**1053.**

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[real60t's solution](#)

**1054.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-02 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[real60t's solution](#)

**1055.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[real60t's solution](#)

**1056.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[real60t's solution](#)

**1057.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[real60t's solution](#)

**1058.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: flows

[real60t's solution](#)

**1059.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[real60t's solution](#)

**1060.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[real60t's solution](#)

**1061.**

932G

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

Quality: 1,181 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[real60t's solution](#)

**1062.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, math  
[real60t's solution](#)

**1063.**

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[real60t's solution](#)

**1064.**

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: \*special, geometry, sortings  
[real60t's solution](#)

**1065.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[real60t's solution](#)

**1066.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

**1067.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[real60t's solution](#)

**1068.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle  
[real60t's solution](#)

**1069.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[real60t's solution](#)

**1070.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees  
[real60t's solution](#)

**1071.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities  
[real60t's solution](#)

**1072.**

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[real60t's solution](#)

**1073.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[real60t's solution](#)

**1074.**

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[real60t's solution](#)

**1075.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[real60t's solution](#)

**1076.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[real60t's solution](#)

**1077.**

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[real60t's solution](#)

**1078.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[real60t's solution](#)

**1079.**

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[real60t's solution](#)

**1080.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2023-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[real60t's solution](#)

**1081.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[real60t's solution](#)

**1082.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[real60t's solution](#)

**1083.**

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices  
[real60t's solution](#)

**1084.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2023-06-25 · last AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry  
[real60t's solution](#)

**1085.**

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[real60t's solution](#)

**1086.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

**1087.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[real60t's solution](#)

**1088.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy  
[real60t's solution](#)

**1089.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks  
[real60t's solution](#)

**1090.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu  
[real60t's solution](#)

**1091.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, games  
[real60t's solution](#)

**1092.**

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[real60t's solution](#)

**1093.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory  
[real60t's solution](#)

**1094.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[real60t's solution](#)

**1095.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[real60t's solution](#)

**1096.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[real60t's solution](#)

**1097.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[real60t's solution](#)

**1098.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[real60t's solution](#)

**1099.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[real60t's solution](#)

**1100.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[real60t's solution](#)

**1101.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-06-15 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[real60t's solution](#)

**1102.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[real60t's solution](#)

**1103.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-02-27 · last AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[real60t's solution](#)

**1104.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive  
[real60t's solution](#)

**1105.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[real60t's solution](#)

**1106.**

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[real60t's solution](#)

**1107.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games  
[real60t's solution](#)

**1108.**

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[real60t's solution](#)

**1109.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices  
[real60t's solution](#)

**1110.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy  
[real60t's solution](#)

**1111.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers  
[real60t's solution](#)

**1112.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2025-01-25 · last AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[real60t's solution](#)

**1113.**

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1114.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[real60t's solution](#)

### 1115.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[real60t's solution](#)

### 1116.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[real60t's solution](#)

### 1117.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, strings, trees

[real60t's solution](#)

### 1118.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[real60t's solution](#)

### 1119.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[real60t's solution](#)

### 1120.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[real60t's solution](#)

### 1121.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[real60t's solution](#)

### 1122.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[real60t's solution](#)

### 1123.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[real60t's solution](#)

### 1124.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive

algorithms, interactive, probabilities

[real60t's solution](#)

**1125.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[real60t's solution](#)

**1126.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[real60t's solution](#)

**1127.**

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[real60t's solution](#)

**1128.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[real60t's solution](#)

**1129.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[real60t's solution](#)

**1130.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-01-10 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[real60t's solution](#)

**1131.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[real60t's solution](#)

**1132.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[real60t's solution](#)

**1133.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-01-08 · last AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[real60t's solution](#)

**1134.**

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar,

graphs

[real60t's solution](#)

**1135.**

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[real60t's solution](#)

**1136.**

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2025-01-07 · last AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[real60t's solution](#)

**1137.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[real60t's solution](#)

**1138.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[real60t's solution](#)

**1139.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[real60t's solution](#)

**1140.**

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1141.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[real60t's solution](#)

**1142.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[real60t's solution](#)

**1143.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[real60t's solution](#)

**1144.**

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[real60t's solution](#)

### 1145.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[real60t's solution](#)

### 1146.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[real60t's solution](#)

### 1147.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-12-29 · last AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[real60t's solution](#)

### 1148.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[real60t's solution](#)

### 1149.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[real60t's solution](#)

### 1150.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[real60t's solution](#)

### 1151.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2024-12-27 · last AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[real60t's solution](#)

### 1152.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[real60t's solution](#)

### 1153.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[real60t's solution](#)

**1154.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings  
[real60t's solution](#)

**1155.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees  
[real60t's solution](#)

**1156.**

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings  
[real60t's solution](#)

**1157.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation  
[real60t's solution](#)

**1158.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings  
[real60t's solution](#)

**1159.**

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[real60t's solution](#)

**1160.**

2029G

[Balanced Problem](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3000 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

**1161.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[real60t's solution](#)

**1162.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees  
[real60t's solution](#)

**1163.**

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows  
[real60t's solution](#)

**1164.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[real60t's solution](#)

**1165.**

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[real60t's solution](#)

**1166.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[real60t's solution](#)

**1167.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[real60t's solution](#)

**1168.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-04-19 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[real60t's solution](#)

**1169.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

**1170.**

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[real60t's solution](#)

**1171.**

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[real60t's solution](#)

**1172.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[real60t's solution](#)

**1173.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[real60t's solution](#)

**1174.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices  
[real60t's solution](#)

**1175.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[real60t's solution](#)

**1176.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees  
[real60t's solution](#)

**1177.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry  
[real60t's solution](#)

**1178.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp  
[real60t's solution](#)

**1179.**

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[real60t's solution](#)

**1180.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees  
[real60t's solution](#)

**1181.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[real60t's solution](#)

**1182.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, shortest paths, strings  
[real60t's solution](#)

**1183.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees  
[real60t's solution](#)

**1184.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures,

string suffix structures, strings

[real60t's solution](#)

**1185.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[real60t's solution](#)

**1186.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[real60t's solution](#)

**1187.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

**1188.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[real60t's solution](#)

**1189.**

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[real60t's solution](#)

**1190.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[real60t's solution](#)

**1191.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2023-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[real60t's solution](#)

**1192.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2023-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[real60t's solution](#)

**1193.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[real60t's solution](#)

**1194.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[real60t's solution](#)

**1195.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[real60t's solution](#)

**1196.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[real60t's solution](#)

**1197.**

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[real60t's solution](#)

**1198.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[real60t's solution](#)

**1199.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing

[real60t's solution](#)

**1200.**

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[real60t's solution](#)

**1201.**

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2023-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[real60t's solution](#)

**1202.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2022-11-29 · last AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[real60t's solution](#)

**1203.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-12-23 · last AC: 2025-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[real60t's solution](#)

**1204.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2025-06-11 · last AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, trees

[real60t's solution](#)

**1205.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 3100 · first AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[real60t's solution](#)

**1206.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1207.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities  
[real60t's solution](#)

**1208.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs  
[real60t's solution](#)

**1209.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, strings  
[real60t's solution](#)

**1210.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math  
[real60t's solution](#)

**1211.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[real60t's solution](#)

**1212.**

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees  
[real60t's solution](#)

**1213.**

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[real60t's solution](#)

**1214.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[real60t's solution](#)

**1215.**

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs,

implementation, math, trees

[real60t's solution](#)

**1216.**

1762G

[Unequal Adjacent Elements](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3100 · first AC: 2025-05-01 · last AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[real60t's solution](#)

**1217.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[real60t's solution](#)

**1218.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[real60t's solution](#)

**1219.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities

[real60t's solution](#)

**1220.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy

[real60t's solution](#)

**1221.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math

[real60t's solution](#)

**1222.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[real60t's solution](#)

**1223.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2025-03-19 · last AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[real60t's solution](#)

**1224.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2025-03-17 · last AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[real60t's solution](#)

**1225.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities  
[real60t's solution](#)

### 1226.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, trees  
[real60t's solution](#)

### 1227.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, strings  
[real60t's solution](#)

### 1228.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[real60t's solution](#)

### 1229.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[real60t's solution](#)

### 1230.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[real60t's solution](#)

### 1231.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings  
[real60t's solution](#)

### 1232.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[real60t's solution](#)

### 1233.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: games, trees  
[real60t's solution](#)

### 1234.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities  
[real60t's solution](#)

### 1235.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 3100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[real60t's solution](#)

### 1236.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[real60t's solution](#)

### 1237.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[real60t's solution](#)

### 1238.

2027E2

[Bit Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3100 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[real60t's solution](#)

### 1239.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[real60t's solution](#)

### 1240.

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings, two pointers

[real60t's solution](#)

### 1241.

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

### 1242.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[real60t's solution](#)

### 1243.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-04 · last AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

### 1244.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games

[real60t's solution](#)

### 1245.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[real60t's solution](#)

### 1246.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy  
[real60t's solution](#)

### 1247.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[real60t's solution](#)

### 1248.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

### 1249.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-12-11 · last AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures  
[real60t's solution](#)

### 1250.

2030G2

[The Destruction of the Universe \(Hard Version\)](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[real60t's solution](#)

### 1251.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[real60t's solution](#)

### 1252.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[real60t's solution](#)

### 1253.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[real60t's solution](#)

### 1254.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory  
[real60t's solution](#)

### 1255.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-31 · last AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[real60t's solution](#)

### 1256.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[real60t's solution](#)

**1257.**

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**1258.**

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[real60t's solution](#)

**1259.**

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[real60t's solution](#)

**1260.**

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[real60t's solution](#)

**1261.**

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[real60t's solution](#)

**1262.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[real60t's solution](#)

**1263.**

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1264.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[real60t's solution](#)

**1265.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[real60t's solution](#)

**1266.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[real60t's solution](#)

**1267.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[real60t's solution](#)

**1268.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[real60t's solution](#)

**1269.**

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-09-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[real60t's solution](#)

**1270.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[real60t's solution](#)

**1271.**

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[real60t's solution](#)

**1272.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[real60t's solution](#)

**1273.**

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[real60t's solution](#)

**1274.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[real60t's solution](#)

**1275.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[real60t's solution](#)

**1276.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[real60t's solution](#)

**1277.**

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-09 · last AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[real60t's solution](#)

### 1278.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[real60t's solution](#)

### 1279.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2025-06-21 · last AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[real60t's solution](#)

### 1280.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[real60t's solution](#)

### 1281.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: dp

[real60t's solution](#)

### 1282.

1210F2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3200 · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, probabilities

[real60t's solution](#)

### 1283.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2025-05-21 · last AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[real60t's solution](#)

### 1284.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[real60t's solution](#)

### 1285.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, probabilities, trees

[real60t's solution](#)

### 1286.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-25 · last AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[real60t's solution](#)

### 1287.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, graphs, trees  
[real60t's solution](#)

**1288.**

1782H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math  
[real60t's solution](#)

**1289.**

1781H1

[Window Signals \(easy version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[real60t's solution](#)

**1290.**

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp  
[real60t's solution](#)

**1291.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[real60t's solution](#)

**1292.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive  
[real60t's solution](#)

**1293.**

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[real60t's solution](#)

**1294.**

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[real60t's solution](#)

**1295.**

1832F

[Zombies](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3200 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp  
[real60t's solution](#)

**1296.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows  
[real60t's solution](#)

**1297.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities  
[real60t's solution](#)

**1298.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[real60t's solution](#)

**1299.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory  
[real60t's solution](#)

**1300.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees  
[real60t's solution](#)

**1301.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees  
[real60t's solution](#)

**1302.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math  
[real60t's solution](#)

**1303.**

1861F

[Four Suits](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: 3200 · first AC: 2025-03-10 · last AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, flows, greedy  
[real60t's solution](#)

**1304.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices  
[real60t's solution](#)

**1305.**

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices  
[real60t's solution](#)

**1306.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2025-02-23 · last AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive  
[real60t's solution](#)

**1307.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation  
[real60t's solution](#)

**1308.**

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[real60t's solution](#)

### 1309.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[real60t's solution](#)

### 1310.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[real60t's solution](#)

### 1311.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[real60t's solution](#)

### 1312.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[real60t's solution](#)

### 1313.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[real60t's solution](#)

### 1314.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[real60t's solution](#)

### 1315.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[real60t's solution](#)

### 1316.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2024-02-14 · last AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[real60t's solution](#)

### 1317.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[real60t's solution](#)

### 1318.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[real60t's solution](#)

**1319.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[real60t's solution](#)

**1320.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2024-01-13 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1321.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[real60t's solution](#)

**1322.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[real60t's solution](#)

**1323.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[real60t's solution](#)

**1324.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

**1325.**

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[real60t's solution](#)

**1326.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[real60t's solution](#)

**1327.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[real60t's solution](#)

**1328.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[real60t's solution](#)

**1329.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[real60t's solution](#)

**1330.**

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[real60t's solution](#)

**1331.**

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[real60t's solution](#)

**1332.**

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1333.**

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[real60t's solution](#)

**1334.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[real60t's solution](#)

**1335.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[real60t's solution](#)

**1336.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[real60t's solution](#)

**1337.**

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-05-03 · last AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory

[real60t's solution](#)

**1338.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1339.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[real60t's solution](#)

### 1340.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, math

[real60t's solution](#)

### 1341.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[real60t's solution](#)

### 1342.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[real60t's solution](#)

### 1343.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[real60t's solution](#)

### 1344.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[real60t's solution](#)

### 1345.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[real60t's solution](#)

### 1346.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[real60t's solution](#)

### 1347.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-22 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[real60t's solution](#)

### 1348.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2025-03-20 · last AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[real60t's solution](#)

### 1349.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[real60t's solution](#)

**1350.**

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[real60t's solution](#)

**1351.**

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[real60t's solution](#)

**1352.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[real60t's solution](#)

**1353.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy

[real60t's solution](#)

**1354.**

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[real60t's solution](#)

**1355.**

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2024-11-28 · last AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[real60t's solution](#)

**1356.**

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[real60t's solution](#)

**1357.**

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[real60t's solution](#)

**1358.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[real60t's solution](#)

**1359.**

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

sortings, two pointers

[real60t's solution](#)

**1360.**

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[real60t's solution](#)

**1361.**

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[real60t's solution](#)

**1362.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[real60t's solution](#)

**1363.**

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[real60t's solution](#)

**1364.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[real60t's solution](#)

**1365.**

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2024-07-16 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[real60t's solution](#)

**1366.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[real60t's solution](#)

**1367.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[real60t's solution](#)

**1368.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[real60t's solution](#)

**1369.**

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[real60t's solution](#)

**1370.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[real60t's solution](#)

**1371.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[real60t's solution](#)

**1372.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[real60t's solution](#)

**1373.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[real60t's solution](#)

**1374.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[real60t's solution](#)

**1375.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[real60t's solution](#)

**1376.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[real60t's solution](#)

**1377.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[real60t's solution](#)

**1378.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[real60t's solution](#)

**1379.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[real60t's solution](#)

**1380.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[real60t's solution](#)

**1381.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[real60t's solution](#)

**1382.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2023-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees  
[real60t's solution](#)

**1383.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-06-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths  
[real60t's solution](#)

**1384.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[real60t's solution](#)

**1385.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[real60t's solution](#)

**1386.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[real60t's solution](#)

**1387.**

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees  
[real60t's solution](#)

**1388.**

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[real60t's solution](#)

**1389.**

2080D

[Order Statistics](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search  
[real60t's solution](#)

**1390.**

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, trees  
[real60t's solution](#)

**1391.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[real60t's solution](#)

**1392.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[real60t's solution](#)

**1393.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[real60t's solution](#)

**1394.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees  
[real60t's solution](#)

**1395.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, greedy  
[real60t's solution](#)

**1396.**

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings  
[real60t's solution](#)

**1397.**

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-04-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[real60t's solution](#)

**1398.**

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[real60t's solution](#)

**1399.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-04-07 · last AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[real60t's solution](#)

**1400.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math  
[real60t's solution](#)

## 1401.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2025-03-24 · last AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[real60t's solution](#)

## 1402.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[real60t's solution](#)

## 1403.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[real60t's solution](#)

## 1404.

739D

[Recover a functional graph](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-12-24 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[real60t's solution](#)

## 1405.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[real60t's solution](#)

## 1406.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[real60t's solution](#)

## 1407.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[real60t's solution](#)

## 1408.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[real60t's solution](#)

## 1409.

1580E

[Railway Construction](#) · [Tutorial](#)

Quality: 124 global accepts · Rating: 3400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[real60t's solution](#)

## 1410.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, trees

[real60t's solution](#)

**1411.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2024-02-24 · last AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[real60t's solution](#)

**1412.**

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[real60t's solution](#)

**1413.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[real60t's solution](#)

**1414.**

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[real60t's solution](#)

**1415.**

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, interactive

[real60t's solution](#)

**1416.**

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[real60t's solution](#)

**1417.**

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[real60t's solution](#)

**1418.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[real60t's solution](#)

**1419.**

1889F

[Doremy's Average Tree](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees

[real60t's solution](#)

**1420.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[real60t's solution](#)

**1421.**

1819F

[Willy-nilly, Crack, Into Release!](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[real60t's solution](#)

**1422.**

2062G

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

Quality: 175 global accepts · Rating: 3500 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, geometry, graph matchings, graphs  
[real60t's solution](#)

**1423.**

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2025-04-14 · last AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation  
[real60t's solution](#)

**1424.**

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[real60t's solution](#)

**1425.**

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[real60t's solution](#)

**1426.**

1782H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[real60t's solution](#)

**1427.**

1781H2

[Window Signals \(hard version\)](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[real60t's solution](#)

**1428.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, fft, math, number theory, probabilities  
[real60t's solution](#)

**1429.**

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, trees  
[real60t's solution](#)

**1430.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[real60t's solution](#)

**1431.**

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[real60t's solution](#)

### 1432.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[real60t's solution](#)

### 1433.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2024-10-03 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[real60t's solution](#)

### 1434.

1648F

[Two Avenues](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3500 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs

[real60t's solution](#)

### 1435.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees  
[real60t's solution](#)

### 1436.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[real60t's solution](#)

### 1437.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[real60t's solution](#)

### 1438.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[real60t's solution](#)

### 1439.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, games  
[real60t's solution](#)

### 1440.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[real60t's solution](#)

### 1441.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp

[real60t's solution](#)

**1442.**

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2024-01-05 · last AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[real60t's solution](#)

**1443.**

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[real60t's solution](#)

**1444.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[real60t's solution](#)

**1445.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-02 · PHP (first AC) · Tags: \*special, strings

[real60t's solution](#)

**1446.**

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1447.**

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1448.**

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1449.**

102512G

[Honeymoon](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1450.**

102512C

[Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1451.**

102512A

[Leakage](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[real60t's solution](#)

**1452.**

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[real60t's solution](#)