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Unique solved — registeretsiger

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

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Filters: none

Count: 932

1.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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2.

2038N

[Fixing the Expression](#) · [Tutorial](#)

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3.

2029A

[Set](#) · [Tutorial](#)

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[registeretsiger's solution](#)

4.

1994A

[Diverse Game](#) · [Tutorial](#)

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5.

1392B

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6.

1392A

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7.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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8.

1428A

[Box is Pull](#) · [Tutorial](#)

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[registeretsiger's solution](#)

9.

1930A

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

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10.

1916A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[registeretsiger's solution](#)

11.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[registeretsiger's solution](#)

12.

1909A

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Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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13.

1491A

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Quality: 19,028 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

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14.

1912L

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Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[registeretsiger's solution](#)

15.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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[registeretsiger's solution](#)

16.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[registeretsiger's solution](#)

17.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

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18.

1466A

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19.

1870A

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20.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[registeretsiger's solution](#)

21.

1844A

[Subtraction Game](#) · [Tutorial](#)

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[registeretsiger's solution](#)

22.

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[registeretsiger's solution](#)

23.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[registeretsiger's solution](#)

24.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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25.

1523A

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Quality: 14,057 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[registeretsiger's solution](#)

26.

1534A

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27.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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28.

1530A

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[registeretsiger's solution](#)

29.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[registeretsiger's solution](#)

30.

1552A

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

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31.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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32.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
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33.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

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34.

1799A

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35.

1779A

[Hall of Fame](#) · [Tutorial](#)

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[registeretsiger's solution](#)

36.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[registeretsiger's solution](#)

37.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[registeretsiger's solution](#)

38.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[registeretsiger's solution](#)

39.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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40.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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41.

1637A

[Sorting Parts](#) · [Tutorial](#)

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[registeretsiger's solution](#)

42.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[registeretsiger's solution](#)

43.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

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44.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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45.

1804A

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46.

1654B

[Prefix Removals](#) · [Tutorial](#)

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47.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

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[registeretsiger's solution](#)

48.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[registeretsiger's solution](#)

49.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[registeretsiger's solution](#)

50.

1684A

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Quality: 24,936 global accepts · Rating: 800 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

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51.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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52.

1782A

[Parallel Projection](#) · [Tutorial](#)

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53.

1773F

[Football](#) · [Tutorial](#)

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[registeretsiger's solution](#)

54.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[registeretsiger's solution](#)

55.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[registeretsiger's solution](#)

56.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

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57.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

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58.

1704A

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

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59.

1705A

[Mark the Photographer](#) · [Tutorial](#)

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60.

1608A

[Find Array](#) · [Tutorial](#)

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61.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
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62.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[registeretsiger's solution](#)

63.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms
[registeretsiger's solution](#)

64.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math
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65.

1421A

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Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math
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66.

1430B

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Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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67.

1304A

[Two Rabbits](#) · [Tutorial](#)

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

68.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · MS C++ (first AC) · Tags: implementation, strings
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69.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,703 global accepts · Rating: 800 · first AC: 2020-02-12 · MS C++ (first AC) · Tags: implementation, strings
[registeretsiger's solution](#)

70.

1300A

[Non-zero](#) · [Tutorial](#)

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

- 71.**
1178A
[Prime Minister](#) · [Tutorial](#)
Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy
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- 72.**
1186A
[Vus the Cossack and a Contest](#) · [Tutorial](#)
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- 73.**
1106A
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- 74.**
1951A
[Dual Trigger](#) · [Tutorial](#)
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- 75.**
1427A
[Avoiding Zero](#) · [Tutorial](#)
Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
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1896B
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- 77.**
1779B
[MKnez's ConstructiveForces Task](#) · [Tutorial](#)
Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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- 78.**
1609A
[Divide and Multiply](#) · [Tutorial](#)
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[registeretsiger's solution](#)
- 79.**
1705B
[Mark the Dust Sweeper](#) · [Tutorial](#)
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[registeretsiger's solution](#)
- 80.**
1588A
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[registeretsiger's solution](#)
- 81.**
1430A
[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[registeretsiger's solution](#)

82.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[registeretsiger's solution](#)

83.

1350A

[Orac and Factors](#) · [Tutorial](#)

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84.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · MS C++ (first AC) · Tags: greedy
[registeretsiger's solution](#)

85.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · MS C++ (first AC) · Tags: brute force, greedy, implementation
[registeretsiger's solution](#)

86.

1291A

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

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · MS C++ (first AC) · Tags: greedy, math, strings
[registeretsiger's solution](#)

87.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · MS C++ (first AC) · Tags: greedy
[registeretsiger's solution](#)

88.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · MS C++ (first AC) · Tags: math
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89.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · MS C++ (first AC) · Tags: greedy, math
[registeretsiger's solution](#)

90.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[registeretsiger's solution](#)

91.

1930B

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Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[registeretsiger's solution](#)

92.

1916B

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Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[registeretsiger's solution](#)

93.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

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94.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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95.

1844B

[Permutations & Primes](#) · [Tutorial](#)

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96.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

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97.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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98.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[registeretsiger's solution](#)

99.

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[registeretsiger's solution](#)

100.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[registeretsiger's solution](#)

101.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[registeretsiger's solution](#)

102.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[registeretsiger's solution](#)

103.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, implementation
[registeretsiger's solution](#)

104.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[registeretsiger's solution](#)

105.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math
[registeretsiger's solution](#)

106.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[registeretsiger's solution](#)

107.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · MS C++ (first AC) · Tags: math
[registeretsiger's solution](#)

108.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: implementation
[registeretsiger's solution](#)

109.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
[registeretsiger's solution](#)

110.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[registeretsiger's solution](#)

111.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[registeretsiger's solution](#)

112.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
[registeretsiger's solution](#)

113.

1616B

[Mirror in the String](#) · Tutorial

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[registeretsiger's solution](#)

114.

1863C

[MEX Repetition](#) · Tutorial

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[registeretsiger's solution](#)

115.

1863B

[Split Sort](#) · Tutorial

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[registeretsiger's solution](#)

116.

1864B

[Swap and Reverse](#) · Tutorial

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[registeretsiger's solution](#)

117.

1842B

[Tenzing and Books](#) · Tutorial

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[registeretsiger's solution](#)

118.

1523B

[Lord of the Values](#) · Tutorial

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[registeretsiger's solution](#)

119.

1534B

[Histogram Ugliness](#) · Tutorial

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[registeretsiger's solution](#)

120.

1827A

[Counting Orders](#) · Tutorial

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-30 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[registeretsiger's solution](#)

121.

1609B

[William the Vigilant](#) · Tutorial

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[registeretsiger's solution](#)

122.

1637B

[MEX and Array](#) · Tutorial

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[registeretsiger's solution](#)

123.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[registeretsiger's solution](#)

124.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[registeretsiger's solution](#)

125.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[registeretsiger's solution](#)

126.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[registeretsiger's solution](#)

127.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[registeretsiger's solution](#)

128.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[registeretsiger's solution](#)

129.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

130.

1332A

[Exercising Walk](#) · [Tutorial](#)

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

[registeretsiger's solution](#)

131.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[registeretsiger's solution](#)

132.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[registeretsiger's solution](#)

133.

1951B

[Battle Cows](#) · [Tutorial](#)

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

134.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[registeretsiger's solution](#)

135.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[registeretsiger's solution](#)

136.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation
[registeretsiger's solution](#)

137.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[registeretsiger's solution](#)

138.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[registeretsiger's solution](#)

139.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[registeretsiger's solution](#)

140.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[registeretsiger's solution](#)

141.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[registeretsiger's solution](#)

142.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, sortings
[registeretsiger's solution](#)

143.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[registeretsiger's solution](#)

144.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[registeretsiger's solution](#)

145.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[registeretsiger's solution](#)

146.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[registeretsiger's solution](#)

147.

1586B

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

Rating: 1200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[registeretsiger's solution](#)

148.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[registeretsiger's solution](#)

149.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[registeretsiger's solution](#)

150.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[registeretsiger's solution](#)

151.

1704C

[Virus](#) · [Tutorial](#)

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

[registeretsiger's solution](#)

152.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[registeretsiger's solution](#)

153.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[registeretsiger's solution](#)

154.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dp, implementation, math
[registeretsiger's solution](#)

155.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[registeretsiger's solution](#)

156.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[registeretsiger's solution](#)

157.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[registeretsiger's solution](#)

158.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[registeretsiger's solution](#)

159.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[registeretsiger's solution](#)

160.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[registeretsiger's solution](#)

161.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[registeretsiger's solution](#)

162.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[registeretsiger's solution](#)

163.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[registeretsiger's solution](#)

164.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[registeretsiger's solution](#)

165.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[registeretsiger's solution](#)

166.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[registeretsiger's solution](#)

167.

1815A

[Ilan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[registeretsiger's solution](#)

168.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[registeretsiger's solution](#)

169.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[registeretsiger's solution](#)

170.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[registeretsiger's solution](#)

171.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[registeretsiger's solution](#)

172.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[registeretsiger's solution](#)

173.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[registeretsiger's solution](#)

174.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[registeretsiger's solution](#)

175.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[registeretsiger's solution](#)

176.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[registeretsiger's solution](#)

177.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[registeretsiger's solution](#)

178.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[registeretsiger's solution](#)

179.

1291B

[Array Sharpening](#) · [Tutorial](#)

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

[registeretsiger's solution](#)

180.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-13 · MS C++ (first AC) · Tags: implementation, math

[registeretsiger's solution](#)

181.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[registeretsiger's solution](#)

182.

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[registeretsiger's solution](#)

183.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[registeretsiger's solution](#)

184.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[registeretsiger's solution](#)

185.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[registeretsiger's solution](#)

186.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[registeretsiger's solution](#)

187.

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

[registeretsiger's solution](#)

188.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[registeretsiger's solution](#)

189.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[registeretsiger's solution](#)

190.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[registeretsiger's solution](#)

191.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[registeretsiger's solution](#)

192.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[registeretsiger's solution](#)

193.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[registeretsiger's solution](#)

194.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[registeretsiger's solution](#)

195.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[registeretsiger's solution](#)

196.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[registeretsiger's solution](#)

197.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[registeretsiger's solution](#)

198.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[registeretsiger's solution](#)

199.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[registeretsiger's solution](#)

200.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[registeretsiger's solution](#)

201.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[registeretsiger's solution](#)

202.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[registeretsiger's solution](#)

203.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[registeretsiger's solution](#)

204.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[registeretsiger's solution](#)

205.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[registeretsiger's solution](#)

206.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[registeretsiger's solution](#)

207.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[registeretsiger's solution](#)

208.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[registeretsiger's solution](#)

209.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[registeretsiger's solution](#)

210.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[registeretsiger's solution](#)

211.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[registeretsiger's solution](#)

212.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[registeretsiger's solution](#)

213.

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
[registeretsiger's solution](#)

214.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings
[registeretsiger's solution](#)

215.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation
[registeretsiger's solution](#)

216.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[registeretsiger's solution](#)

217.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[registeretsiger's solution](#)

218.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-05-12 · MS C++ (first AC) · Tags: dp, math, number theory
[registeretsiger's solution](#)

219.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · MS C++ (first AC) · Tags: data structures, sortings
[registeretsiger's solution](#)

220.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[registeretsiger's solution](#)

221.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[registeretsiger's solution](#)

222.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[registeretsiger's solution](#)

223.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation,

math, two pointers

[registeretsiger's solution](#)

224.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[registeretsiger's solution](#)

225.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[registeretsiger's solution](#)

226.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[registeretsiger's solution](#)

227.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[registeretsiger's solution](#)

228.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, trees

[registeretsiger's solution](#)

229.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[registeretsiger's solution](#)

230.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[registeretsiger's solution](#)

231.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, two pointers

[registeretsiger's solution](#)

232.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[registeretsiger's solution](#)

233.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[registeretsiger's solution](#)

234.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

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

[registeretsiger's solution](#)

235.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[registeretsiger's solution](#)

236.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[registeretsiger's solution](#)

237.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[registeretsiger's solution](#)

238.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[registeretsiger's solution](#)

239.

1753A.2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[registeretsiger's solution](#)

240.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[registeretsiger's solution](#)

241.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[registeretsiger's solution](#)

242.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[registeretsiger's solution](#)

243.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: strings
[registeretsiger's solution](#)

244.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · MS C++ (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[registeretsiger's solution](#)

245.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · MS C++ (first AC) · Tags: brute force, data structures, dp, greedy
[registeretsiger's solution](#)

246.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · MS C++ (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[registeretsiger's solution](#)

247.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · MS C++ (first AC) · Tags: binary search, greedy, ternary search
[registeretsiger's solution](#)

248.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math
[registeretsiger's solution](#)

249.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · MS C++ (first AC) · Tags: binary search, brute force, implementation, two pointers
[registeretsiger's solution](#)

250.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[registeretsiger's solution](#)

251.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[registeretsiger's solution](#)

252.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[registeretsiger's solution](#)

253.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,295 global accepts · Rating: 1600 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[registeretsiger's solution](#)

254.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[registeretsiger's solution](#)

255.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[registeretsiger's solution](#)

256.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[registeretsiger's solution](#)

257.

1528A

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

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[registeretsiger's solution](#)

258.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[registeretsiger's solution](#)

259.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[registeretsiger's solution](#)

260.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[registeretsiger's solution](#)

261.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[registeretsiger's solution](#)

262.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[registeretsiger's solution](#)

263.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[registeretsiger's solution](#)

264.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[registeretsiger's solution](#)

265.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
[registeretsiger's solution](#)

266.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[registeretsiger's solution](#)

267.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[registeretsiger's solution](#)

268.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[registeretsiger's solution](#)

269.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[registeretsiger's solution](#)

270.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[registeretsiger's solution](#)

271.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[registeretsiger's solution](#)

272.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[registeretsiger's solution](#)

273.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[registeretsiger's solution](#)

274.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[registeretsiger's solution](#)

275.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[registeretsiger's solution](#)

276.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[registeretsiger's solution](#)

277.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: combinatorics, flows, greedy, implementation
[registeretsiger's solution](#)

278.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-12 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
[registeretsiger's solution](#)

279.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory
[registeretsiger's solution](#)

280.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[registeretsiger's solution](#)

281.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation
[registeretsiger's solution](#)

282.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · MS C++ (first AC) · Tags: brute force, data structures, greedy, math
[registeretsiger's solution](#)

283.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · MS C++ (first AC) · Tags: dp, greedy, strings
[registeretsiger's solution](#)

284.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[registeretsiger's solution](#)

285.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[registeretsiger's solution](#)

286.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[registeretsiger's solution](#)

287.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[registeretsiger's solution](#)

288.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[registeretsiger's solution](#)

289.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[registeretsiger's solution](#)

290.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[registeretsiger's solution](#)

291.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[registeretsiger's solution](#)

292.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[registeretsiger's solution](#)

293.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, sortings

[registeretsiger's solution](#)

294.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[registeretsiger's solution](#)

295.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[registeretsiger's solution](#)

296.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[registeretsiger's solution](#)

297.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[registeretsiger's solution](#)

298.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[registeretsiger's solution](#)

299.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[registeretsiger's solution](#)

300.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[registeretsiger's solution](#)

301.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[registeretsiger's solution](#)

302.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[registeretsiger's solution](#)

303.

1586C

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

Rating: 1700 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[registeretsiger's solution](#)

304.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

305.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[registeretsiger's solution](#)

306.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[registeretsiger's solution](#)

307.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[registeretsiger's solution](#)

308.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[registeretsiger's solution](#)

309.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[registeretsiger's solution](#)

310.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[registeretsiger's solution](#)

311.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[registeretsiger's solution](#)

312.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[registeretsiger's solution](#)

313.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[registeretsiger's solution](#)

314.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[registeretsiger's solution](#)

315.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[registeretsiger's solution](#)

316.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[registeretsiger's solution](#)

317.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

318.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[registeretsiger's solution](#)

319.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · last AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[registeretsiger's solution](#)

320.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[registeretsiger's solution](#)

321.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[registeretsiger's solution](#)

322.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[registeretsiger's solution](#)

323.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-11-25 · last AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[registeretsiger's solution](#)

324.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[registeretsiger's solution](#)

325.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[registeretsiger's solution](#)

326.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[registeretsiger's solution](#)

327.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[registeretsiger's solution](#)

328.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, math

[registeretsiger's solution](#)

329.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · MS C++ (first AC) · Tags: graphs, shortest paths

[registeretsiger's solution](#)

330.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[registeretsiger's solution](#)

331.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · MS C++ (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[registeretsiger's solution](#)

332.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · MS C++ (first AC) · Tags: math, strings

[registeretsiger's solution](#)

333.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[registeretsiger's solution](#)

334.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[registeretsiger's solution](#)

335.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[registeretsiger's solution](#)

336.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[registeretsiger's solution](#)

337.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[registeretsiger's solution](#)

338.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[registeretsiger's solution](#)

339.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[registeretsiger's solution](#)

340.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[registeretsiger's solution](#)

341.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[registeretsiger's solution](#)

342.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[registeretsiger's solution](#)

343.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[registeretsiger's solution](#)

344.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[registeretsiger's solution](#)

345.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[registeretsiger's solution](#)

346.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[registeretsiger's solution](#)

347.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[registeretsiger's solution](#)

348.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[registeretsiger's solution](#)

349.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[registeretsiger's solution](#)

350.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[registeretsiger's solution](#)

351.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[registeretsiger's solution](#)

352.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[registeretsiger's solution](#)

353.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, interactive, trees

[registeretsiger's solution](#)

354.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[registeretsiger's solution](#)

355.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[registeretsiger's solution](#)

356.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[registeretsiger's solution](#)

357.

1586D

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

Rating: 1800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[registeretsiger's solution](#)

358.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[registeretsiger's solution](#)

359.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[registeretsiger's solution](#)

360.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[registeretsiger's solution](#)

361.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[registeretsiger's solution](#)

362.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[registeretsiger's solution](#)

363.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2023-04-14 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[registeretsiger's solution](#)

364.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[registeretsiger's solution](#)

365.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[registeretsiger's solution](#)

366.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[registeretsiger's solution](#)

367.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[registeretsiger's solution](#)

368.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[registeretsiger's solution](#)

369.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[registeretsiger's solution](#)

370.

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[registeretsiger's solution](#)

371.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[registeretsiger's solution](#)

372.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[registeretsiger's solution](#)

373.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[registeretsiger's solution](#)

374.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math
[registeretsiger's solution](#)

375.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[registeretsiger's solution](#)

376.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[registeretsiger's solution](#)

377.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[registeretsiger's solution](#)

378.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[registeretsiger's solution](#)

379.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[registeretsiger's solution](#)

380.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings
[registeretsiger's solution](#)

381.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,217 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory
[registeretsiger's solution](#)

382.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[registeretsiger's solution](#)

383.

2038G

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

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[registeretsiger's solution](#)

384.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees
[registeretsiger's solution](#)

385.

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
[registeretsiger's solution](#)

386.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[registeretsiger's solution](#)

387.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[registeretsiger's solution](#)

388.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[registeretsiger's solution](#)

389.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[registeretsiger's solution](#)

390.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[registeretsiger's solution](#)

391.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math
[registeretsiger's solution](#)

392.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees
[registeretsiger's solution](#)

393.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[registeretsiger's solution](#)

394.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[registeretsiger's solution](#)

395.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[registeretsiger's solution](#)

396.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[registeretsiger's solution](#)

397.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[registeretsiger's solution](#)

398.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[registeretsiger's solution](#)

399.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[registeretsiger's solution](#)

400.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[registeretsiger's solution](#)

401.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[registeretsiger's solution](#)

402.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[registeretsiger's solution](#)

403.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[registeretsiger's solution](#)

404.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[registeretsiger's solution](#)

405.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[registeretsiger's solution](#)

406.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[registeretsiger's solution](#)

407.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[registeretsiger's solution](#)

408.

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

[registeretsiger's solution](#)

409.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[registeretsiger's solution](#)

410.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[registeretsiger's solution](#)

411.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[registeretsiger's solution](#)

412.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[registeretsiger's solution](#)

413.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[registeretsiger's solution](#)

414.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[registeretsiger's solution](#)

415.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[registeretsiger's solution](#)

416.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[registeretsiger's solution](#)

417.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[registeretsiger's solution](#)

418.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

419.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[registeretsiger's solution](#)

420.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[registeretsiger's solution](#)

421.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[registeretsiger's solution](#)

422.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[registeretsiger's solution](#)

423.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[registeretsiger's solution](#)

424.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[registeretsiger's solution](#)

425.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[registeretsiger's solution](#)

426.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[registeretsiger's solution](#)

427.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[registeretsiger's solution](#)

428.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math
[registeretsiger's solution](#)

429.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[registeretsiger's solution](#)

430.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers
[registeretsiger's solution](#)

431.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths
[registeretsiger's solution](#)

432.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[registeretsiger's solution](#)

433.

1313C2

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

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-26 · MS C++ (first AC) · Tags: data structures, dp, greedy
[registeretsiger's solution](#)

434.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · MS C++ (first AC) · Tags: bitmasks, greedy
[registeretsiger's solution](#)

435.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees
[registeretsiger's solution](#)

436.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[registeretsiger's solution](#)

437.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[registeretsiger's solution](#)

438.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[registeretsiger's solution](#)

439.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[registeretsiger's solution](#)

440.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[registeretsiger's solution](#)

441.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[registeretsiger's solution](#)

442.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[registeretsiger's solution](#)

443.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[registeretsiger's solution](#)

444.

1427C

[The Hard Work of Papparazzi](#) · Tutorial

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

445.

1936B

[Pinball](#) · Tutorial

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[registeretsiger's solution](#)

446.

1616D

[Keep the Average High](#) · Tutorial

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[registeretsiger's solution](#)

447.

1893C

[Freedom of Choice](#) · Tutorial

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[registeretsiger's solution](#)

448.

1415D

[XOR-gun](#) · Tutorial

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms
[registeretsiger's solution](#)

449.

1456B

[XOR-gun](#) · Tutorial

Rating: 2000 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[registeretsiger's solution](#)

450.

1458B

[Glass Half Spilled](#) · Tutorial

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

451.

1830B

[The BOSS Can Count Pairs](#) · Tutorial

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[registeretsiger's solution](#)

452.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-30 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[registeretsiger's solution](#)

453.

1815B

[Sum Graph](#) · Tutorial

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[registeretsiger's solution](#)

454.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[registeretsiger's solution](#)

455.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[registeretsiger's solution](#)

456.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[registeretsiger's solution](#)

457.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[registeretsiger's solution](#)

458.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[registeretsiger's solution](#)

459.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[registeretsiger's solution](#)

460.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[registeretsiger's solution](#)

461.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[registeretsiger's solution](#)

462.

1229B

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

Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[registeretsiger's solution](#)

463.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[registeretsiger's solution](#)

464.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers
[registeretsiger's solution](#)

465.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · MS C++ (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[registeretsiger's solution](#)

466.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[registeretsiger's solution](#)

467.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[registeretsiger's solution](#)

468.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[registeretsiger's solution](#)

469.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, strings
[registeretsiger's solution](#)

470.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[registeretsiger's solution](#)

471.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[registeretsiger's solution](#)

472.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[registeretsiger's solution](#)

473.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[registeretsiger's solution](#)

474.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[registeretsiger's solution](#)

475.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[registeretsiger's solution](#)

476.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · last AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[registeretsiger's solution](#)

477.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[registeretsiger's solution](#)

478.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[registeretsiger's solution](#)

479.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[registeretsiger's solution](#)

480.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[registeretsiger's solution](#)

481.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[registeretsiger's solution](#)

482.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[registeretsiger's solution](#)

483.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[registeretsiger's solution](#)

484.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[registeretsiger's solution](#)

485.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[registeretsiger's solution](#)

486.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[registeretsiger's solution](#)

487.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[registeretsiger's solution](#)

488.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[registeretsiger's solution](#)

489.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[registeretsiger's solution](#)

490.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[registeretsiger's solution](#)

491.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[registeretsiger's solution](#)

492.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[registeretsiger's solution](#)

493.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[registeretsiger's solution](#)

494.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[registeretsiger's solution](#)

495.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[registeretsiger's solution](#)

496.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[registeretsiger's solution](#)

497.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[registeretsiger's solution](#)

498.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[registeretsiger's solution](#)

499.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[registeretsiger's solution](#)

500.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[registeretsiger's solution](#)

501.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[registeretsiger's solution](#)

502.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[registeretsiger's solution](#)

503.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dp

[registeretsiger's solution](#)

504.

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

[registeretsiger's solution](#)

505.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[registeretsiger's solution](#)

506.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[registeretsiger's solution](#)

507.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[registeretsiger's solution](#)

508.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[registeretsiger's solution](#)

509.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[registeretsiger's solution](#)

510.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[registeretsiger's solution](#)

511.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[registeretsiger's solution](#)

512.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[registeretsiger's solution](#)

513.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[registeretsiger's solution](#)

514.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[registeretsiger's solution](#)

515.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[registeretsiger's solution](#)

516.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[registeretsiger's solution](#)

517.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[registeretsiger's solution](#)

518.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[registeretsiger's solution](#)

519.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[registeretsiger's solution](#)

520.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[registeretsiger's solution](#)

521.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[registeretsiger's solution](#)

522.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[registeretsiger's solution](#)

523.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[registeretsiger's solution](#)

524.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[registeretsiger's solution](#)

525.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[registeretsiger's solution](#)

526.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive
[registeretsiger's solution](#)

527.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[registeretsiger's solution](#)

528.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[registeretsiger's solution](#)

529.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[registeretsiger's solution](#)

530.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[registeretsiger's solution](#)

531.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[registeretsiger's solution](#)

532.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[registeretsiger's solution](#)

533.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[registeretsiger's solution](#)

534.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[registeretsiger's solution](#)

535.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[registeretsiger's solution](#)

536.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[registeretsiger's solution](#)

537.

1261D1

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

Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[registeretsiger's solution](#)

538.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[registeretsiger's solution](#)

539.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[registeretsiger's solution](#)

540.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[registeretsiger's solution](#)

541.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[registeretsiger's solution](#)

542.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[registeretsiger's solution](#)

543.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-07-10 · last AC: 2021-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[registeretsiger's solution](#)

544.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[registeretsiger's solution](#)

545.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[registeretsiger's solution](#)

546.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, probabilities

[registeretsiger's solution](#)

547.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[registeretsiger's solution](#)

548.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[registeretsiger's solution](#)

549.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[registeretsiger's solution](#)

550.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

551.

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

[registeretsiger's solution](#)

552.

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

[registeretsiger's solution](#)

553.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[registeretsiger's solution](#)

554.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[registeretsiger's solution](#)

555.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[registeretsiger's solution](#)

556.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[registeretsiger's solution](#)

557.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[registeretsiger's solution](#)

558.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[registeretsiger's solution](#)

559.

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: —

[registeretsiger's solution](#)

560.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[registeretsiger's solution](#)

561.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[registeretsiger's solution](#)

562.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[registeretsiger's solution](#)

563.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[registeretsiger's solution](#)

564.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[registeretsiger's solution](#)

565.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings

[registeretsiger's solution](#)

566.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[registeretsiger's solution](#)

567.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[registeretsiger's solution](#)

568.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[registeretsiger's solution](#)

569.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2023-05-16 · last AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[registeretsiger's solution](#)

570.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[registeretsiger's solution](#)

571.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[registeretsiger's solution](#)

572.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[registeretsiger's solution](#)

573.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[registeretsiger's solution](#)

574.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[registeretsiger's solution](#)

575.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[registeretsiger's solution](#)

576.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[registeretsiger's solution](#)

577.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[registeretsiger's solution](#)

578.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[registeretsiger's solution](#)

579.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[registeretsiger's solution](#)

580.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[registeretsiger's solution](#)

581.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy,

shortest paths

[registeretsiger's solution](#)

582.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[registeretsiger's solution](#)

583.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-10-29 · last AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[registeretsiger's solution](#)

584.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[registeretsiger's solution](#)

585.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[registeretsiger's solution](#)

586.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[registeretsiger's solution](#)

587.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[registeretsiger's solution](#)

588.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[registeretsiger's solution](#)

589.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[registeretsiger's solution](#)

590.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[registeretsiger's solution](#)

591.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[registeretsiger's solution](#)

592.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees
[registeretsiger's solution](#)

593.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[registeretsiger's solution](#)

594.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[registeretsiger's solution](#)

595.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[registeretsiger's solution](#)

596.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[registeretsiger's solution](#)

597.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[registeretsiger's solution](#)

598.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[registeretsiger's solution](#)

599.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[registeretsiger's solution](#)

600.

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[registeretsiger's solution](#)

601.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[registeretsiger's solution](#)

602.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[registeretsiger's solution](#)

603.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[registeretsiger's solution](#)

604.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[registeretsiger's solution](#)

605.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

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

[registeretsiger's solution](#)

606.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[registeretsiger's solution](#)

607.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[registeretsiger's solution](#)

608.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[registeretsiger's solution](#)

609.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[registeretsiger's solution](#)

610.

1852C

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[registeretsiger's solution](#)

611.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[registeretsiger's solution](#)

612.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2023-06-20 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[registeretsiger's solution](#)

613.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy
[registeretsiger's solution](#)

614.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[registeretsiger's solution](#)

615.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[registeretsiger's solution](#)

616.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[registeretsiger's solution](#)

617.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[registeretsiger's solution](#)

618.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[registeretsiger's solution](#)

619.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
[registeretsiger's solution](#)

620.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math
[registeretsiger's solution](#)

621.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[registeretsiger's solution](#)

622.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[registeretsiger's solution](#)

623.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[registeretsiger's solution](#)

624.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[registeretsiger's solution](#)

625.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[registeretsiger's solution](#)

626.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[registeretsiger's solution](#)

627.

1261D2

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

Rating: 2400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[registeretsiger's solution](#)

628.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[registeretsiger's solution](#)

629.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-09-08 · last AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[registeretsiger's solution](#)

630.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[registeretsiger's solution](#)

631.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-07-10 · last AC: 2021-07-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[registeretsiger's solution](#)

632.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[registeretsiger's solution](#)

633.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[registeretsiger's solution](#)

634.

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dp, trees

[registeretsiger's solution](#)

635.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[registeretsiger's solution](#)

636.

2038F

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

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[registeretsiger's solution](#)

637.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[registeretsiger's solution](#)

638.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-08-25 · last AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[registeretsiger's solution](#)

639.

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

[registeretsiger's solution](#)

640.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[registeretsiger's solution](#)

641.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[registeretsiger's solution](#)

642.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[registeretsiger's solution](#)

643.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[registeretsiger's solution](#)

644.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[registeretsiger's solution](#)

645.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers
[registeretsiger's solution](#)

646.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[registeretsiger's solution](#)

647.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[registeretsiger's solution](#)

648.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[registeretsiger's solution](#)

649.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[registeretsiger's solution](#)

650.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[registeretsiger's solution](#)

651.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[registeretsiger's solution](#)

652.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[registeretsiger's solution](#)

653.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[registeretsiger's solution](#)

654.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[registeretsiger's solution](#)

655.

1534F1

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

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[registeretsiger's solution](#)

656.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[registeretsiger's solution](#)

657.

1586F

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

Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[registeretsiger's solution](#)

658.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[registeretsiger's solution](#)

659.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[registeretsiger's solution](#)

660.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[registeretsiger's solution](#)

661.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[registeretsiger's solution](#)

662.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[registeretsiger's solution](#)

663.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[registeretsiger's solution](#)

664.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[registeretsiger's solution](#)

665.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[registeretsiger's solution](#)

666.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[registeretsiger's solution](#)

667.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[registeretsiger's solution](#)

668.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[registeretsiger's solution](#)

669.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[registeretsiger's solution](#)

670.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees
[registeretsiger's solution](#)

671.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[registeretsiger's solution](#)

672.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees
[registeretsiger's solution](#)

673.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[registeretsiger's solution](#)

674.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[registeretsiger's solution](#)

675.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[registeretsiger's solution](#)

676.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[registeretsiger's solution](#)

677.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[registeretsiger's solution](#)

678.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[registeretsiger's solution](#)

679.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[registeretsiger's solution](#)

680.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

681.

1975F

[Set · Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[registeretsiger's solution](#)

682.

1368F

[Lamps on a Circle · Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
[registeretsiger's solution](#)

683.

1970D2

[Arithmancy \(Medium\) · Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings
[registeretsiger's solution](#)

684.

1375F

[Integer Game · Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[registeretsiger's solution](#)

685.

1416D

[Graph and Queries · Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[registeretsiger's solution](#)

686.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[registeretsiger's solution](#)

687.

1919E

[Counting Prefixes · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[registeretsiger's solution](#)

688.

1896F

[Bracket Xoring · Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[registeretsiger's solution](#)

689.

1439C

[Greedy Shopping · Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[registeretsiger's solution](#)

690.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[registeretsiger's solution](#)

691.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[registeretsiger's solution](#)

692.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[registeretsiger's solution](#)

693.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[registeretsiger's solution](#)

694.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[registeretsiger's solution](#)

695.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[registeretsiger's solution](#)

696.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[registeretsiger's solution](#)

697.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[registeretsiger's solution](#)

698.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[registeretsiger's solution](#)

699.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[registeretsiger's solution](#)

700.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[registeretsiger's solution](#)

701.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

702.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[registeretsiger's solution](#)

703.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[registeretsiger's solution](#)

704.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[registeretsiger's solution](#)

705.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[registeretsiger's solution](#)

706.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[registeretsiger's solution](#)

707.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

708.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

709.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[registeretsiger's solution](#)

710.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

711.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[registeretsiger's solution](#)

712.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[registeretsiger's solution](#)

713.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[registeretsiger's solution](#)

714.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[registeretsiger's solution](#)

715.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[registeretsiger's solution](#)

716.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[registeretsiger's solution](#)

717.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

718.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[registeretsiger's solution](#)

719.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2024-03-13 · last AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[registeretsiger's solution](#)

720.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[registeretsiger's solution](#)

721.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[registeretsiger's solution](#)

722.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[registeretsiger's solution](#)

723.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[registeretsiger's solution](#)

724.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[registeretsiger's solution](#)

725.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[registeretsiger's solution](#)

726.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[registeretsiger's solution](#)

727.

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, math, matrices
[registeretsiger's solution](#)

728.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[registeretsiger's solution](#)

729.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[registeretsiger's solution](#)

730.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[registeretsiger's solution](#)

731.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[registeretsiger's solution](#)

732.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-03-20 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[registeretsiger's solution](#)

733.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[registeretsiger's solution](#)

734.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[registeretsiger's solution](#)

735.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[registeretsiger's solution](#)

736.

1782F

[Bracket Insertion](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[registeretsiger's solution](#)

737.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[registeretsiger's solution](#)

738.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[registeretsiger's solution](#)

739.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: hashing

[registeretsiger's solution](#)

740.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[registeretsiger's solution](#)

741.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[registeretsiger's solution](#)

742.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-09-23 · last AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[registeretsiger's solution](#)

743.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[registeretsiger's solution](#)

744.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[registeretsiger's solution](#)

745.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[registeretsiger's solution](#)

746.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[registeretsiger's solution](#)

747.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[registeretsiger's solution](#)

748.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[registeretsiger's solution](#)

749.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[registeretsiger's solution](#)

750.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-03-26 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[registeretsiger's solution](#)

751.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2024-03-26 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[registeretsiger's solution](#)

752.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[registeretsiger's solution](#)

753.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[registeretsiger's solution](#)

754.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[registeretsiger's solution](#)

755.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[registeretsiger's solution](#)

756.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[registeretsiger's solution](#)

757.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[registeretsiger's solution](#)

758.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[registeretsiger's solution](#)

759.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[registeretsiger's solution](#)

760.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[registeretsiger's solution](#)

761.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[registeretsiger's solution](#)

762.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-02 · last AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[registeretsiger's solution](#)

763.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[registeretsiger's solution](#)

764.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[registeretsiger's solution](#)

765.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[registeretsiger's solution](#)

766.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

767.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[registeretsiger's solution](#)

768.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-04-14 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[registeretsiger's solution](#)

769.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[registeretsiger's solution](#)

770.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-04-10 · last AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[registeretsiger's solution](#)

771.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-03-20 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[registeretsiger's solution](#)

772.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[registeretsiger's solution](#)

773.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[registeretsiger's solution](#)

774.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[registeretsiger's solution](#)

775.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[registeretsiger's solution](#)

776.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[registeretsiger's solution](#)

777.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[registeretsiger's solution](#)

778.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[registeretsiger's solution](#)

779.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[registeretsiger's solution](#)

780.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[registeretsiger's solution](#)

781.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees

[registeretsiger's solution](#)

782.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[registeretsiger's solution](#)

783.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[registeretsiger's solution](#)

784.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[registeretsiger's solution](#)

785.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[registeretsiger's solution](#)

786.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[registeretsiger's solution](#)

787.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[registeretsiger's solution](#)

788.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[registeretsiger's solution](#)

789.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[registeretsiger's solution](#)

790.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

791.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[registeretsiger's solution](#)

792.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers
[registeretsiger's solution](#)

793.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[registeretsiger's solution](#)

794.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[registeretsiger's solution](#)

795.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[registeretsiger's solution](#)

796.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[registeretsiger's solution](#)

797.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[registeretsiger's solution](#)

798.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[registeretsiger's solution](#)

799.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math
[registeretsiger's solution](#)

800.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[registeretsiger's solution](#)

801.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[registeretsiger's solution](#)

802.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities
[registeretsiger's solution](#)

803.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[registeretsiger's solution](#)

804.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[registeretsiger's solution](#)

805.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers
[registeretsiger's solution](#)

806.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[registeretsiger's solution](#)

807.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[registeretsiger's solution](#)

808.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
[registeretsiger's solution](#)

809.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[registeretsiger's solution](#)

810.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[registeretsiger's solution](#)

811.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[registeretsiger's solution](#)

812.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[registeretsiger's solution](#)

813.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[registeretsiger's solution](#)

814.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[registeretsiger's solution](#)

815.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[registeretsiger's solution](#)

816.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[registeretsiger's solution](#)

817.

1534F2

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

Quality: 705 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[registeretsiger's solution](#)

818.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[registeretsiger's solution](#)

819.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[registeretsiger's solution](#)

820.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[registeretsiger's solution](#)

821.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-04-25 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[registeretsiger's solution](#)

822.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[registeretsiger's solution](#)

823.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[registeretsiger's solution](#)

824.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[registeretsiger's solution](#)

825.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[registeretsiger's solution](#)

826.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees
[registeretsiger's solution](#)

827.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory
[registeretsiger's solution](#)

828.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[registeretsiger's solution](#)

829.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[registeretsiger's solution](#)

830.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings
[registeretsiger's solution](#)

831.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-03-10 · last AC: 2020-03-10 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[registeretsiger's solution](#)

832.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures
[registeretsiger's solution](#)

833.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths
[registeretsiger's solution](#)

834.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2024-03-26 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees
[registeretsiger's solution](#)

835.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[registeretsiger's solution](#)

836.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
[registeretsiger's solution](#)

837.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[registeretsiger's solution](#)

838.

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[registeretsiger's solution](#)

839.

1089D

[Distance Sum](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs
[registeretsiger's solution](#)

840.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft

[registeretsiger's solution](#)

841.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy
[registeretsiger's solution](#)

842.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees
[registeretsiger's solution](#)

843.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[registeretsiger's solution](#)

844.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[registeretsiger's solution](#)

845.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math
[registeretsiger's solution](#)

846.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[registeretsiger's solution](#)

847.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities
[registeretsiger's solution](#)

848.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs
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849.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math
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850.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[registeretsiger's solution](#)

851.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[registeretsiger's solution](#)

852.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[registeretsiger's solution](#)

853.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[registeretsiger's solution](#)

854.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[registeretsiger's solution](#)

855.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[registeretsiger's solution](#)

856.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[registeretsiger's solution](#)

857.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[registeretsiger's solution](#)

858.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[registeretsiger's solution](#)

859.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[registeretsiger's solution](#)

860.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[registeretsiger's solution](#)

861.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer
[registeretsiger's solution](#)

862.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees
[registeretsiger's solution](#)

863.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[registeretsiger's solution](#)

864.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

865.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[registeretsiger's solution](#)

866.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[registeretsiger's solution](#)

867.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[registeretsiger's solution](#)

868.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs
[registeretsiger's solution](#)

869.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[registeretsiger's solution](#)

870.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-12-24 · last AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: flows
[registeretsiger's solution](#)

871.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures
[registeretsiger's solution](#)

872.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math
[registeretsiger's solution](#)

873.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[registeretsiger's solution](#)

874.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-09-07 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities
[registeretsiger's solution](#)

875.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[registeretsiger's solution](#)

876.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory
[registeretsiger's solution](#)

877.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[registeretsiger's solution](#)

878.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[registeretsiger's solution](#)

879.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry
[registeretsiger's solution](#)

880.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[registeretsiger's solution](#)

881.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[registeretsiger's solution](#)

882.

1381E

[Origami](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3300 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, sortings

[registeretsiger's solution](#)

883.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[registeretsiger's solution](#)

884.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy

[registeretsiger's solution](#)

885.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[registeretsiger's solution](#)

886.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[registeretsiger's solution](#)

887.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[registeretsiger's solution](#)

888.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[registeretsiger's solution](#)

889.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[registeretsiger's solution](#)

890.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory

[registeretsiger's solution](#)

891.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[registeretsiger's solution](#)

892.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[registeretsiger's solution](#)

893.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[registeretsiger's solution](#)

894.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[registeretsiger's solution](#)

895.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[registeretsiger's solution](#)

896.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[registeretsiger's solution](#)

897.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[registeretsiger's solution](#)

898.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[registeretsiger's solution](#)

899.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[registeretsiger's solution](#)

900.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[registeretsiger's solution](#)

901.

914H

[Ember and Storm's Tree Game](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, trees

[registeretsiger's solution](#)

902.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[registeretsiger's solution](#)

903.

1854F

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

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-05-22 · last AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[registeretsiger's solution](#)

904.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[registeretsiger's solution](#)

905.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[registeretsiger's solution](#)

906.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory
[registeretsiger's solution](#)

907.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees
[registeretsiger's solution](#)

908.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
[registeretsiger's solution](#)

909.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees
[registeretsiger's solution](#)

910.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp
[registeretsiger's solution](#)

911.

1868E

[Min-Sum-Max](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 3500 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[registeretsiger's solution](#)

912.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[registeretsiger's solution](#)

913.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[registeretsiger's solution](#)

914.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle
[registeretsiger's solution](#)

915.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[registeretsiger's solution](#)

916.

1322F

[Assigning Fares](#) · [Tutorial](#)

Quality: 162 global accepts · Rating: 3500 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[registeretsiger's solution](#)

917.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[registeretsiger's solution](#)

918.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[registeretsiger's solution](#)

919.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[registeretsiger's solution](#)

920.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp
[registeretsiger's solution](#)

921.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp
[registeretsiger's solution](#)

922.

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math
[registeretsiger's solution](#)

923.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[registeretsiger's solution](#)

924.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[registeretsiger's solution](#)

925.

1940A

[Parallel Universes](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[registeretsiger's solution](#)

926.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[registeretsiger's solution](#)

927.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, two pointers

[registeretsiger's solution](#)

928.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[registeretsiger's solution](#)

929.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[registeretsiger's solution](#)

930.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: —

[registeretsiger's solution](#)

931.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: —

[registeretsiger's solution](#)

932.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: —

[registeretsiger's solution](#)