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Unique solved — rembocoder

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

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

Filters: none

Count: 1,096

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[rembocoder's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,871 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[rembocoder's solution](#)

3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)

5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[rembocoder's solution](#)

6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

7.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[rembocoder's solution](#)

8.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[rembocoder's solution](#)

9.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[rembocoder's solution](#)

10.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[rembocoder's solution](#)

11.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

12.

2035A

[Sliding](#) · [Tutorial](#)

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

[rembocoder's solution](#)

13.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[rembocoder's solution](#)

14.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

15.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[rembocoder's solution](#)

16.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

17.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[rembocoder's solution](#)

18.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[rembocoder's solution](#)

19.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

20.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[rembocoder's solution](#)

21.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, number theory
[rembocoder's solution](#)

22.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[rembocoder's solution](#)

23.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,916 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
[rembocoder's solution](#)

24.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[rembocoder's solution](#)

25.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[rembocoder's solution](#)

26.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[rembocoder's solution](#)

27.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[rembocoder's solution](#)

28.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[rembocoder's solution](#)

29.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

30.

1769A

[B47CmDò 4Cä @ Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, math
[rembocoder's solution](#)

- 31.**
1760C
[Advantage](#) · [Tutorial](#)
Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[rembocoder's solution](#)
- 32.**
1764A
[Doremy's Paint](#) · [Tutorial](#)
Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[rembocoder's solution](#)
- 33.**
1761A
[Two Permutations](#) · [Tutorial](#)
Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[rembocoder's solution](#)
- 34.**
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
[rembocoder's solution](#)
- 35.**
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
[rembocoder's solution](#)
- 36.**
1740B
[Jumbo Extra Cheese 2](#) · [Tutorial](#)
Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[rembocoder's solution](#)
- 37.**
1744A
[Number Replacement](#) · [Tutorial](#)
Quality: 28,777 global accepts · Rating: 800 · first AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)
- 38.**
1738A
[Glory Addicts](#) · [Tutorial](#)
Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[rembocoder's solution](#)
- 39.**
1703B
[ICPC Balloons](#) · [Tutorial](#)
Quality: 66,166 global accepts · Rating: 800 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[rembocoder's solution](#)
- 40.**
1704A
[Two 0-1 Sequences](#) · [Tutorial](#)
Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)
- 41.**
1649A
[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[rembocoder's solution](#)

42.

1684B

[Z mod X = C](#) · Tutorial

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

43.

1684A

[Digit Minimization](#) · Tutorial

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[rembocoder's solution](#)

44.

1672B

[I love AAAB](#) · Tutorial

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[rembocoder's solution](#)

45.

1672A

[Log Chopping](#) · Tutorial

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[rembocoder's solution](#)

46.

1656A

[Good Pairs](#) · Tutorial

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[rembocoder's solution](#)

47.

1654B

[Prefix Removals](#) · Tutorial

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[rembocoder's solution](#)

48.

1654A

[Maximum Cake Tastiness](#) · Tutorial

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[rembocoder's solution](#)

49.

71A

[Way Too Long Words](#) · Tutorial

Quality: 503,186 global accepts · Rating: 800 · first AC: 2011-03-29 · last AC: 2022-03-14 · GNU C++ (first AC) · Tags: strings

[rembocoder's solution](#)

50.

1637A

[Sorting Parts](#) · Tutorial

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[rembocoder's solution](#)

51.

1566B

[MIN-MEX Cut](#) · Tutorial

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[rembocoder's solution](#)

52.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[rembocoder's solution](#)

53.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[rembocoder's solution](#)

54.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,269 global accepts · Rating: 800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[rembocoder's solution](#)

55.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[rembocoder's solution](#)

56.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[rembocoder's solution](#)

57.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[rembocoder's solution](#)

58.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[rembocoder's solution](#)

59.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[rembocoder's solution](#)

60.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[rembocoder's solution](#)

61.

1445A

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Quality: 20,360 global accepts · Rating: 800 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

62.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation,

sortings

[rembocoder's solution](#)

63.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[rembocoder's solution](#)

64.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[rembocoder's solution](#)

65.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2010-11-08 · last AC: 2020-11-05 · GNU C++ (first AC) · Tags: implementation, strings

[rembocoder's solution](#)

66.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,939 global accepts · Rating: 800 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

67.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rembocoder's solution](#)

68.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rembocoder's solution](#)

69.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

70.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[rembocoder's solution](#)

71.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[rembocoder's solution](#)

72.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rembocoder's solution](#)

73.

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

74.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[rembocoder's solution](#)

75.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rembocoder's solution](#)

76.

908A

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

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

77.

855A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[rembocoder's solution](#)

78.

859A

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

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

79.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

80.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,734 global accepts · Rating: 800 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

81.

769A

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

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, implementation, sortings
[rembocoder's solution](#)

82.

750A

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

Quality: 92,550 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[rembocoder's solution](#)

83.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,431 global accepts · Rating: 800 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

84.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

85.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,539 global accepts · Rating: 800 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

86.

110A

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

Quality: 199,479 global accepts · Rating: 800 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

87.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,154 global accepts · Rating: 800 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

88.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,297 global accepts · Rating: 800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force
[rembocoder's solution](#)

89.

61A

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

Quality: 136,201 global accepts · Rating: 800 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

90.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,670 global accepts · Rating: 800 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: greedy, math
[rembocoder's solution](#)

91.

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: brute force, math
[rembocoder's solution](#)

92.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

93.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force
[rembocoder's solution](#)

94.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

95.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 800 · first AC: 2010-05-19 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

96.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,974 global accepts · Rating: 900 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[rembocoder's solution](#)

97.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

98.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[rembocoder's solution](#)

99.

2035B

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

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

[rembocoder's solution](#)

100.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

101.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[rembocoder's solution](#)

102.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,297 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

103.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[rembocoder's solution](#)

104.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,859 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

105.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

106.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

107.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[rembocoder's solution](#)

108.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,802 global accepts · Rating: 900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

109.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[rembocoder's solution](#)

110.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rembocoder's solution](#)

111.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[rembocoder's solution](#)

112.

914A

[Perfect Squares](#) · [Tutorial](#)

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

[rembocoder's solution](#)

113.

913A

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

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

[rembocoder's solution](#)

114.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[rembocoder's solution](#)

115.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[rembocoder's solution](#)

116.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[rembocoder's solution](#)

117.

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[rembocoder's solution](#)

118.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: implementation, math

[rembocoder's solution](#)

119.

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[rembocoder's solution](#)

120.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,265 global accepts · Rating: 900 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation, strings

[rembocoder's solution](#)

121.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

122.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 900 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

123.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[rembocoder's solution](#)

124.

11A

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

Quality: 15,494 global accepts · Rating: 900 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[rembocoder's solution](#)

125.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

126.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[rembocoder's solution](#)

127.

2057B

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

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[rembocoder's solution](#)

128.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[rembocoder's solution](#)

129.

2039B

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

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

[rembocoder's solution](#)

130.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[rembocoder's solution](#)

131.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

132.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

133.

1816B

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

Quality: 16,688 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[rembocoder's solution](#)

134.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[rembocoder's solution](#)

135.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[rembocoder's solution](#)

136.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[rembocoder's solution](#)

137.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[rembocoder's solution](#)

138.

1769B1

[A=>068D >C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation, math

[rembocoder's solution](#)

139.

1760D

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

Quality: 27,013 global accepts · Rating: 1000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[rembocoder's solution](#)

140.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rembocoder's solution](#)

141.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[rembocoder's solution](#)

142.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[rembocoder's solution](#)

143.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,308 global accepts · Rating: 1000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[rembocoder's solution](#)

144.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[rembocoder's solution](#)

145.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[rembocoder's solution](#)

146.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[rembocoder's solution](#)

147.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[rembocoder's solution](#)

148.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[rembocoder's solution](#)

149.

1177A

[Digits Sequence \(Easy Edition\) · Tutorial](#)

Quality: 6,769 global accepts · Rating: 1000 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

150.

753A

[Santa Claus and Candies · Tutorial](#)

Quality: 9,923 global accepts · Rating: 1000 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[rembocoder's solution](#)

151.

1326A

[Bad Ugly Numbers · Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[rembocoder's solution](#)

152.

1266B

[Dice Tower · Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

153.

1266A

[Competitive Programmer · Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math

[rembocoder's solution](#)

154.

1237A

[Balanced Rating Changes · Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[rembocoder's solution](#)

155.

991A

[If at first you don't succeed... · Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

156.

859B

[Lazy Security Guard · Tutorial](#)

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

[rembocoder's solution](#)

157.

804A

[Find Amir · Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

158.

757A

[Gotta Catch Em' All! · Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[rembocoder's solution](#)

159.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rembocoder's solution](#)

160.

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rembocoder's solution](#)

161.

500A

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

Quality: 62,686 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[rembocoder's solution](#)

162.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

163.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force, implementation, math
[rembocoder's solution](#)

164.

110C

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

Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: implementation, math
[rembocoder's solution](#)

165.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: implementation, strings
[rembocoder's solution](#)

166.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy, math
[rembocoder's solution](#)

167.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2011-03-20 · lo (first AC) · Tags: *special, dp
[rembocoder's solution](#)

168.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2010-10-31 · GNU C++ (first AC) · Tags: sortings
[rembocoder's solution](#)

169.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[rembocoder's solution](#)

170.

14B

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

Quality: 8,304 global accepts · Rating: 1000 · first AC: 2010-05-19 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

171.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: implementation, math

[rembocoder's solution](#)

172.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,523 global accepts · Rating: 1100 · first AC: 2026-03-09 · last AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[rembocoder's solution](#)

173.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[rembocoder's solution](#)

174.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[rembocoder's solution](#)

175.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

176.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[rembocoder's solution](#)

177.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-29 · last AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[rembocoder's solution](#)

178.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[rembocoder's solution](#)

179.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[rembocoder's solution](#)

180.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[rembocoder's solution](#)

181.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[rembocoder's solution](#)

182.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,085 global accepts · Rating: 1100 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[rembocoder's solution](#)

183.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[rembocoder's solution](#)

184.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[rembocoder's solution](#)

185.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[rembocoder's solution](#)

186.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[rembocoder's solution](#)

187.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[rembocoder's solution](#)

188.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,205 global accepts · Rating: 1100 · first AC: 2022-08-10 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings
[rembocoder's solution](#)

189.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,067 global accepts · Rating: 1100 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[rembocoder's solution](#)

190.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rembocoder's solution](#)

191.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[rembocoder's solution](#)

192.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rembocoder's solution](#)

193.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[rembocoder's solution](#)

194.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[rembocoder's solution](#)

195.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[rembocoder's solution](#)

196.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rembocoder's solution](#)

197.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

198.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

199.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation

[rembocoder's solution](#)

200.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[rembocoder's solution](#)

201.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · Python 3 (first AC) · Tags: greedy

[rembocoder's solution](#)

202.

258A

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

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[rembocoder's solution](#)

203.

188D

[Asterisks](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

204.

188A

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

Quality: 848 global accepts · Rating: 1100 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special

[rembocoder's solution](#)

205.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,808 global accepts · Rating: 1100 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[rembocoder's solution](#)

206.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

207.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

208.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · Delphi (first AC) · Tags: implementation, math

[rembocoder's solution](#)

209.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: greedy, implementation

[rembocoder's solution](#)

210.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,019 global accepts · Rating: 1100 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[rembocoder's solution](#)

211.

104B

[Testing Pants for Sadness](#) · [Tutorial](#)

Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: math

[rembocoder's solution](#)

212.

90B

[African Crossword](#) · [Tutorial](#)

Quality: 5,715 global accepts · Rating: 1100 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: implementation, strings
[rembocoder's solution](#)

213.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math
[rembocoder's solution](#)

214.

68A

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

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: implementation, number theory
[rembocoder's solution](#)

215.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[rembocoder's solution](#)

216.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[rembocoder's solution](#)

217.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[rembocoder's solution](#)

218.

2175C

[Needle in a Haystack](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[rembocoder's solution](#)

219.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[rembocoder's solution](#)

220.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,062 global accepts · Rating: 1200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers
[rembocoder's solution](#)

221.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[rembocoder's solution](#)

222.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-08-14 · last AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data

structures, greedy, sortings

[rembocoder's solution](#)

223.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[rembocoder's solution](#)

224.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[rembocoder's solution](#)

225.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,916 global accepts · Rating: 1200 · first AC: 2024-12-27 · last AC: 2024-12-27 · Python 3 (first AC) · Tags: binary search, sortings, two pointers

[rembocoder's solution](#)

226.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[rembocoder's solution](#)

227.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[rembocoder's solution](#)

228.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[rembocoder's solution](#)

229.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[rembocoder's solution](#)

230.

1975C

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

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[rembocoder's solution](#)

231.

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

[rembocoder's solution](#)

232.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,254 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[rembocoder's solution](#)

233.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[rembocoder's solution](#)

234.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,664 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[rembocoder's solution](#)

235.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rembocoder's solution](#)

236.

1769C1

[A65001d CD\\$:C](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, dp, greedy

[rembocoder's solution](#)

237.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[rembocoder's solution](#)

238.

1734C

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

Quality: 28,629 global accepts · Rating: 1200 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

239.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[rembocoder's solution](#)

240.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,581 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[rembocoder's solution](#)

241.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2020-11-24 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[rembocoder's solution](#)

242.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[rembocoder's solution](#)

243.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)

244.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,928 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[rembocoder's solution](#)

245.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[rembocoder's solution](#)

246.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[rembocoder's solution](#)

247.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,469 global accepts · Rating: 1200 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math
[rembocoder's solution](#)

248.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,708 global accepts · Rating: 1200 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rembocoder's solution](#)

249.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2021-03-25 · last AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[rembocoder's solution](#)

250.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[rembocoder's solution](#)

251.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)

252.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)

253.

1097B

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

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[rembocoder's solution](#)

254.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings
[rembocoder's solution](#)

255.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[rembocoder's solution](#)

256.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[rembocoder's solution](#)

257.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

258.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: geometry, math
[rembocoder's solution](#)

259.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, greedy, two pointers
[rembocoder's solution](#)

260.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[rembocoder's solution](#)

261.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: math
[rembocoder's solution](#)

262.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[rembocoder's solution](#)

263.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rembocoder's solution](#)

264.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)

265.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[rembocoder's solution](#)

266.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2012-08-30 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[rembocoder's solution](#)

267.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)

268.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

269.

80B

[Depression](#) · [Tutorial](#)

Quality: 4,998 global accepts · Rating: 1200 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: geometry, math
[rembocoder's solution](#)

270.

72C

[Extraordinarily Nice Numbers](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 1200 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, math
[rembocoder's solution](#)

271.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,078 global accepts · Rating: 1200 · first AC: 2010-12-07 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

272.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force, implementation, math
[rembocoder's solution](#)

273.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)

274.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: data structures, implementation
[rembocoder's solution](#)

275.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings
[rembocoder's solution](#)

276.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1300 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[rembocoder's solution](#)

277.

2188C

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

Rating: 1300 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

278.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,511 global accepts · Rating: 1300 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[rembocoder's solution](#)

279.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,219 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

280.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

281.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[rembocoder's solution](#)

282.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[rembocoder's solution](#)

283.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math
[rembocoder's solution](#)

284.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[rembocoder's solution](#)

285.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[rembocoder's solution](#)

286.

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[rembocoder's solution](#)

287.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[rembocoder's solution](#)

288.

1881D

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

Quality: 28,428 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[rembocoder's solution](#)

289.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[rembocoder's solution](#)

290.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[rembocoder's solution](#)

291.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[rembocoder's solution](#)

292.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[rembocoder's solution](#)

293.

1794C

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

Quality: 22,082 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[rembocoder's solution](#)

294.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[rembocoder's solution](#)

295.

1769C2

[A070010 CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp
[rembocoder's solution](#)

296.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 1300 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[rembocoder's solution](#)

297.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2020-06-09 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[rembocoder's solution](#)

298.

1703F

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

Quality: 30,047 global accepts · Rating: 1300 · first AC: 2022-08-10 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[rembocoder's solution](#)

299.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rembocoder's solution](#)

300.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[rembocoder's solution](#)

301.

1667A

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

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

302.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[rembocoder's solution](#)

303.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[rembocoder's solution](#)

304.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[rembocoder's solution](#)

305.

4C

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

Quality: 108,123 global accepts · Rating: 1300 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[rembocoder's solution](#)

306.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[rembocoder's solution](#)

307.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[rembocoder's solution](#)

308.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rembocoder's solution](#)

309.

929B

[A&D&C 2 D 0C>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

310.

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[rembocoder's solution](#)

311.

889A

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[rembocoder's solution](#)

312.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[rembocoder's solution](#)

313.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[rembocoder's solution](#)

314.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[rembocoder's solution](#)

315.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rembocoder's solution](#)

316.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers
[rembocoder's solution](#)

317.

220A

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

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[rembocoder's solution](#)

318.

188B

[A + Reverse B](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 1300 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

319.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · GNU C++ (first AC) · Tags: math
[rembocoder's solution](#)

320.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[rembocoder's solution](#)

321.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory
[rembocoder's solution](#)

322.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2011-12-09 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[rembocoder's solution](#)

323.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math
[rembocoder's solution](#)

324.

94B

[Friends](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1300 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: graphs, implementation, math
[rembocoder's solution](#)

325.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[rembocoder's solution](#)

326.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: math
[rembocoder's solution](#)

327.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: greedy, math
[rembocoder's solution](#)

328.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-02-22 · GNU C++ (first AC) · Tags: strings
[rembocoder's solution](#)

329.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[rembocoder's solution](#)

330.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

331.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2010-11-08 · GNU C++ (first AC) · Tags: expression parsing, implementation
[rembocoder's solution](#)

332.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · MS C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

333.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math
[rembocoder's solution](#)

334.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,576 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[rembocoder's solution](#)

335.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[rembocoder's solution](#)

336.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory
[rembocoder's solution](#)

337.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[rembocoder's solution](#)

338.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[rembocoder's solution](#)

339.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[rembocoder's solution](#)

340.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[rembocoder's solution](#)

341.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[rembocoder's solution](#)

342.

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

[rembocoder's solution](#)

343.

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

[rembocoder's solution](#)

344.

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

[rembocoder's solution](#)

345.

1883G1

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

Quality: 19,546 global accepts · Rating: 1400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[rembocoder's solution](#)

346.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[rembocoder's solution](#)

347.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[rembocoder's solution](#)

348.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

349.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[rembocoder's solution](#)

350.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1400 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[rembocoder's solution](#)

351.

1830A

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

Quality: 20,316 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[rembocoder's solution](#)

352.

1825C

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

Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

353.

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
[rembocoder's solution](#)

354.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math
[rembocoder's solution](#)

355.

1769B2

[Aesop's Fable](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, brute force, math
[rembocoder's solution](#)

356.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[rembocoder's solution](#)

357.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rembocoder's solution](#)

358.

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

[rembocoder's solution](#)

359.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[rembocoder's solution](#)

360.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1400 · first AC: 2022-08-18 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[rembocoder's solution](#)

361.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

362.

1719C

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

Quality: 14,364 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[rembocoder's solution](#)

363.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[rembocoder's solution](#)

364.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[rembocoder's solution](#)

365.

1654C

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

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

[rembocoder's solution](#)

366.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation, math, two pointers

[rembocoder's solution](#)

367.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[rembocoder's solution](#)

368.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[rembocoder's solution](#)

369.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,986 global accepts · Rating: 1400 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[rembocoder's solution](#)

370.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[rembocoder's solution](#)

371.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

372.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[rembocoder's solution](#)

373.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[rembocoder's solution](#)

374.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[rembocoder's solution](#)

375.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[rembocoder's solution](#)

376.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data

structures, dp, implementation, sortings

[rembocoder's solution](#)

377.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rembocoder's solution](#)

378.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rembocoder's solution](#)

379.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

380.

929A

[A@Ca!C B C\\$5C^>D 8Cδ5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[rembocoder's solution](#)

381.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[rembocoder's solution](#)

382.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

383.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[rembocoder's solution](#)

384.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[rembocoder's solution](#)

385.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[rembocoder's solution](#)

386.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[rembocoder's solution](#)

387.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

388.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[rembocoder's solution](#)

389.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[rembocoder's solution](#)

390.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

391.

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

392.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

393.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

394.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

395.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: math
[rembocoder's solution](#)

396.

188C

[LCM](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1400 · first AC: 2012-05-25 · Roco (first AC) · Tags: *special, implementation, math
[rembocoder's solution](#)

397.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-04 · Python 2 (first AC) · Tags: *special, data structures, implementation
[rembocoder's solution](#)

398.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: games, math
[rembocoder's solution](#)

399.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: dp, greedy, trees
[rembocoder's solution](#)

400.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: brute force
[rembocoder's solution](#)

401.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy
[rembocoder's solution](#)

402.

108C

[Dorm Water Supply](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[rembocoder's solution](#)

403.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2011-08-23 · GNU C++ (first AC) · Tags: math, sortings
[rembocoder's solution](#)

404.

80C

[Heroes](#) · [Tutorial](#)

Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation
[rembocoder's solution](#)

405.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy
[rembocoder's solution](#)

406.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2010-11-08 · GNU C++ (first AC) · Tags: brute force
[rembocoder's solution](#)

407.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp
[rembocoder's solution](#)

408.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: brute force
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409.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[rembocoder's solution](#)

410.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[rembocoder's solution](#)

411.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[rembocoder's solution](#)

412.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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413.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[rembocoder's solution](#)

414.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-27 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[rembocoder's solution](#)

415.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[rembocoder's solution](#)

416.

1817A

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

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

[rembocoder's solution](#)

417.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[rembocoder's solution](#)

418.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[rembocoder's solution](#)

419.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

420.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[rembocoder's solution](#)

421.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[rembocoder's solution](#)

422.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,511 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[rembocoder's solution](#)

423.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1500 · first AC: 2020-11-19 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[rembocoder's solution](#)

424.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[rembocoder's solution](#)

425.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[rembocoder's solution](#)

426.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[rembocoder's solution](#)

427.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2020-10-27 · last AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[rembocoder's solution](#)

428.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[rembocoder's solution](#)

429.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[rembocoder's solution](#)

430.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[rembocoder's solution](#)

431.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rembocoder's solution](#)

432.

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[rembocoder's solution](#)

433.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[rembocoder's solution](#)

434.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[rembocoder's solution](#)

435.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[rembocoder's solution](#)

436.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[rembocoder's solution](#)

437.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rembocoder's solution](#)

438.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[rembocoder's solution](#)

439.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[rembocoder's solution](#)

440.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[rembocoder's solution](#)

441.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp
[rembocoder's solution](#)

442.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[rembocoder's solution](#)

443.

859C

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Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[rembocoder's solution](#)

444.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[rembocoder's solution](#)

445.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,730 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[rembocoder's solution](#)

446.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, implementation
[rembocoder's solution](#)

447.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[rembocoder's solution](#)

448.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rembocoder's solution](#)

449.

497A

[Removing Columns](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: greedy

[rembocoder's solution](#)

450.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy

[rembocoder's solution](#)

451.

468A

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Quality: 8,398 global accepts · Rating: 1500 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

452.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[rembocoder's solution](#)

453.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

454.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2013-02-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[rembocoder's solution](#)

455.

229A

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Quality: 3,754 global accepts · Rating: 1500 · first AC: 2012-10-01 · GNU C++ (first AC) · Tags: brute force, two pointers

[rembocoder's solution](#)

456.

128A

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Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[rembocoder's solution](#)

457.

121B

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Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: strings

[rembocoder's solution](#)

458.

91B

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Quality: 7,734 global accepts · Rating: 1500 · first AC: 2011-06-20 · GNU C++ (first AC) · Tags: binary search, data structures

[rembocoder's solution](#)

459.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math, number theory

[rembocoder's solution](#)

460.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,258 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

461.

72I

[Goofy Numbers](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 1500 · first AC: 2011-03-20 · Io (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

462.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: implementation
[rembocoder's solution](#)

463.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2010-06-29 · GNU C++ (first AC) · Tags: brute force, dp
[rembocoder's solution](#)

464.

18A

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Quality: 6,952 global accepts · Rating: 1500 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: brute force, geometry
[rembocoder's solution](#)

465.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation
[rembocoder's solution](#)

466.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
[rembocoder's solution](#)

467.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,067 global accepts · Rating: 1600 · first AC: 2026-02-07 · last AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[rembocoder's solution](#)

468.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1600 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees
[rembocoder's solution](#)

469.

1353D

[Constructing the Array](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 1600 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[rembocoder's solution](#)

470.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,126 global accepts · Rating: 1600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[rembocoder's solution](#)

471.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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472.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[rembocoder's solution](#)

473.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[rembocoder's solution](#)

474.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[rembocoder's solution](#)

475.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[rembocoder's solution](#)

476.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[rembocoder's solution](#)

477.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[rembocoder's solution](#)

478.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[rembocoder's solution](#)

479.

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

[rembocoder's solution](#)

480.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[rembocoder's solution](#)

481.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[rembocoder's solution](#)

482.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2022-08-05 · last AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[rembocoder's solution](#)

483.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[rembocoder's solution](#)

484.

1687A

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

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

[rembocoder's solution](#)

485.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[rembocoder's solution](#)

486.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[rembocoder's solution](#)

487.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

488.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[rembocoder's solution](#)

489.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[rembocoder's solution](#)

490.

1459C

[Row GCD](#) · [Tutorial](#)

Quality: 1600 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

491.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[rembocoder's solution](#)

492.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[rembocoder's solution](#)

493.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[rembocoder's solution](#)

494.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[rembocoder's solution](#)

495.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[rembocoder's solution](#)

496.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[rembocoder's solution](#)

497.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[rembocoder's solution](#)

498.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rembocoder's solution](#)

499.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[rembocoder's solution](#)

500.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[rembocoder's solution](#)

501.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math
[rembocoder's solution](#)

502.

925A

[Stairs and Elevators](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[rembocoder's solution](#)

503.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[rembocoder's solution](#)

504.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[rembocoder's solution](#)

505.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[rembocoder's solution](#)

506.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[rembocoder's solution](#)

507.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rembocoder's solution](#)

508.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[rembocoder's solution](#)

509.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[rembocoder's solution](#)

510.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[rembocoder's solution](#)

511.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rembocoder's solution](#)

512.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[rembocoder's solution](#)

513.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[rembocoder's solution](#)

514.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[rembocoder's solution](#)

515.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

516.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[rembocoder's solution](#)

517.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2016-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[rembocoder's solution](#)

518.

715A

[Plus and Square Root](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1600 · first AC: 2016-09-17 · Python 2 (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

519.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, implementation, math

[rembocoder's solution](#)

520.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[rembocoder's solution](#)

521.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy,

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

522.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[rembocoder's solution](#)

523.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math

[rembocoder's solution](#)

524.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp

[rembocoder's solution](#)

525.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[rembocoder's solution](#)

526.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[rembocoder's solution](#)

527.

72H

[Reverse It!](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 1600 · first AC: 2011-03-20 · lo (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

528.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2011-03-18 · GNU C++ (first AC) · Tags: binary search

[rembocoder's solution](#)

529.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

530.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · GNU C++ (first AC) · Tags: math

[rembocoder's solution](#)

531.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: math

[rembocoder's solution](#)

532.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[rembocoder's solution](#)

533.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[rembocoder's solution](#)

534.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[rembocoder's solution](#)

535.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[rembocoder's solution](#)

536.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[rembocoder's solution](#)

537.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rembocoder's solution](#)

538.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[rembocoder's solution](#)

539.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[rembocoder's solution](#)

540.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 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

[rembocoder's solution](#)

541.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[rembocoder's solution](#)

542.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[rembocoder's solution](#)

543.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[rembocoder's solution](#)

544.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[rembocoder's solution](#)

545.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rembocoder's solution](#)

546.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[rembocoder's solution](#)

547.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-03-19 · last AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[rembocoder's solution](#)

548.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[rembocoder's solution](#)

549.

598D

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

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[rembocoder's solution](#)

550.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[rembocoder's solution](#)

551.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[rembocoder's solution](#)

552.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2011-11-09 · last AC: 2022-10-30 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[rembocoder's solution](#)

553.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2022-08-17 · last AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[rembocoder's solution](#)

554.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[rembocoder's solution](#)

555.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[rembocoder's solution](#)

556.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[rembocoder's solution](#)

557.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[rembocoder's solution](#)

558.

1702F

[Equate Multisets](#) · [Tutorial](#)

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

[rembocoder's solution](#)

559.

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[rembocoder's solution](#)

560.

1687B

[Railway System](#) · [Tutorial](#)

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

[rembocoder's solution](#)

561.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rembocoder's solution](#)

562.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[rembocoder's solution](#)

563.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · last AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[rembocoder's solution](#)

564.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[rembocoder's solution](#)

565.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[rembocoder's solution](#)

566.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[rembocoder's solution](#)

567.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[rembocoder's solution](#)

568.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[rembocoder's solution](#)

569.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[rembocoder's solution](#)

570.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[rembocoder's solution](#)

571.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[rembocoder's solution](#)

572.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[rembocoder's solution](#)

573.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[rembocoder's solution](#)

574.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[rembocoder's solution](#)

575.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers
[rembocoder's solution](#)

576.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[rembocoder's solution](#)

577.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rembocoder's solution](#)

578.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rembocoder's solution](#)

579.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[rembocoder's solution](#)

580.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[rembocoder's solution](#)

581.

925B

[Resource Distribution](#) · [Tutorial](#)

Quality: 2,350 global accepts · Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings
[rembocoder's solution](#)

582.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[rembocoder's solution](#)

583.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[rembocoder's solution](#)

584.

929C

[A000040](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math
[rembocoder's solution](#)

585.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[rembocoder's solution](#)

586.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[rembocoder's solution](#)

587.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[rembocoder's solution](#)

588.

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: *special
[rembocoder's solution](#)

589.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · last AC: 2017-04-07 · GNU C++ (first AC) · Tags: dp
[rembocoder's solution](#)

590.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[rembocoder's solution](#)

591.

765D

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

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, math
[rembocoder's solution](#)

592.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[rembocoder's solution](#)

593.

480B

[Long Jumps](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: binary search, greedy, hashing, implementation, sortings
[rembocoder's solution](#)

594.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees
[rembocoder's solution](#)

595.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation
[rembocoder's solution](#)

596.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees
[rembocoder's solution](#)

597.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: brute force
[rembocoder's solution](#)

598.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings
[rembocoder's solution](#)

599.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · last AC: 2010-11-06 · GNU C++ (first AC) · Tags: dp
[rembocoder's solution](#)

600.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2010-06-16 · GNU C++ (first AC) · Tags: brute force, math
[rembocoder's solution](#)

601.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,857 global accepts · Rating: 1700 · first AC: 2010-05-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[rembocoder's solution](#)

602.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2026-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
[rembocoder's solution](#)

603.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[rembocoder's solution](#)

604.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
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605.

2039C2

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Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
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606.

2035D

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Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
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607.

161D

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Quality: 19,175 global accepts · Rating: 1800 · first AC: 2012-03-11 · last AC: 2024-05-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
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608.

1582F1

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Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
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609.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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610.

1859D

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Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
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611.

1852B

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612.

358D

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Quality: 4,505 global accepts · Rating: 1800 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
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613.

1824B1

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

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614.

1500A

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Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

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615.

1805D

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616.

1801B

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Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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617.

1768D

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Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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618.

1750D

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

[rembocoder's solution](#)

619.

1740E

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Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[rembocoder's solution](#)

620.

1718A1

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

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

[rembocoder's solution](#)

621.

1042D

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Quality: 7,400 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[rembocoder's solution](#)

622.

543A

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Quality: 8,837 global accepts · Rating: 1800 · first AC: 2020-06-18 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

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623.

706D

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Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[rembocoder's solution](#)

624.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[rembocoder's solution](#)

625.

1556D

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Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rembocoder's solution](#)

626.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[rembocoder's solution](#)

627.

1517D

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Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[rembocoder's solution](#)

628.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[rembocoder's solution](#)

629.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[rembocoder's solution](#)

630.

1396B

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Quality: 12,931 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[rembocoder's solution](#)

631.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

632.

909C

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Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rembocoder's solution](#)

633.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[rembocoder's solution](#)

634.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[rembocoder's solution](#)

635.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[rembocoder's solution](#)

636.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[rembocoder's solution](#)

637.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[rembocoder's solution](#)

638.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[rembocoder's solution](#)

639.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[rembocoder's solution](#)

640.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[rembocoder's solution](#)

641.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[rembocoder's solution](#)

642.

913D

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Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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643.

830A

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Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[rembocoder's solution](#)

644.

794C

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Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings
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645.

799C

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Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation
[rembocoder's solution](#)

646.

772B

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Quality: 3,478 global accepts · Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry
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647.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math
[rembocoder's solution](#)

648.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings
[rembocoder's solution](#)

649.

730A

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Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[rembocoder's solution](#)

650.

730B

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651.

725D

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Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
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652.

724C

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Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings
[rembocoder's solution](#)

653.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[rembocoder's solution](#)

654.

482B

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Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees
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655.

301A

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Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms
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656.

251B

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Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math
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657.

220B

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Quality: 12,882 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures
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658.

145B

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Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · GNU C++ (first AC) · Tags: constructive algorithms
[rembocoder's solution](#)

659.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings
[rembocoder's solution](#)

660.

140B

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Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[rembocoder's solution](#)

661.

140C

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Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
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662.

120H

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663.

120G

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Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · GNU C++ (first AC) · Tags: implementation
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664.

117B

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Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: brute force, number theory
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665.

90C

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Rating: 1800 · first AC: 2011-06-16 · GNU C++ (first AC) · Tags: greedy, math

[rembocoder's solution](#)

666.

88D

[Vasya and Types](#) · [Tutorial](#)

Rating: 1800 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation

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667.

67B

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Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy

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668.

67A

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Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

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669.

62B

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Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: binary search, implementation

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670.

45J

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Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: constructive algorithms

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671.

44D

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Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · GNU C++ (first AC) · Tags: math

[rembocoder's solution](#)

672.

38E

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Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: dp, sortings

[rembocoder's solution](#)

673.

33C

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Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy

[rembocoder's solution](#)

674.

16C

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Quality: 5,417 global accepts · Rating: 1800 · first AC: 2010-06-03 · GNU C++ (first AC) · Tags: binary search, number theory

[rembocoder's solution](#)

675.

15B

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Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · last AC: 2010-05-29 · GNU C++ (first AC) · Tags: math

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676.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[rembocoder's solution](#)

677.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[rembocoder's solution](#)

678.

2180D

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Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[rembocoder's solution](#)

679.

2180C

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Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[rembocoder's solution](#)

680.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[rembocoder's solution](#)

681.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[rembocoder's solution](#)

682.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[rembocoder's solution](#)

683.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[rembocoder's solution](#)

684.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[rembocoder's solution](#)

685.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2020-06-16 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[rembocoder's solution](#)

686.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[rembocoder's solution](#)

687.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

688.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 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

[rembocoder's solution](#)

689.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[rembocoder's solution](#)

690.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[rembocoder's solution](#)

691.

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

[rembocoder's solution](#)

692.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[rembocoder's solution](#)

693.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[rembocoder's solution](#)

694.

1719D2

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

Rating: 1900 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, math

[rembocoder's solution](#)

695.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rembocoder's solution](#)

696.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[rembocoder's solution](#)

697.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[rembocoder's solution](#)

698.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2021-05-11 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rembocoder's solution](#)

699.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2022-07-12 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[rembocoder's solution](#)

700.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[rembocoder's solution](#)

701.

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

[rembocoder's solution](#)

702.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[rembocoder's solution](#)

703.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rembocoder's solution](#)

704.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[rembocoder's solution](#)

705.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[rembocoder's solution](#)

706.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[rembocoder's solution](#)

707.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[rembocoder's solution](#)

708.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[rembocoder's solution](#)

709.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[rembocoder's solution](#)

710.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[rembocoder's solution](#)

711.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[rembocoder's solution](#)

712.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[rembocoder's solution](#)

713.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[rembocoder's solution](#)

714.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[rembocoder's solution](#)

715.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[rembocoder's solution](#)

716.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rembocoder's solution](#)

717.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[rembocoder's solution](#)

718.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[rembocoder's solution](#)

719.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[rembocoder's solution](#)

720.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[rembocoder's solution](#)

721.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

722.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[rembocoder's solution](#)

723.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[rembocoder's solution](#)

724.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: graphs, greedy

[rembocoder's solution](#)

725.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp

[rembocoder's solution](#)

726.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[rembocoder's solution](#)

727.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[rembocoder's solution](#)

728.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[rembocoder's solution](#)

729.

497B

[Tennis Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-12-17 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[rembocoder's solution](#)

730.

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-19 · GNU C++ (first AC) · Tags: combinatorics, dp, implementation
[rembocoder's solution](#)

731.

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-12 · GNU C++ (first AC) · Tags: math
[rembocoder's solution](#)

732.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities
[rembocoder's solution](#)

733.

258B

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

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp
[rembocoder's solution](#)

734.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2012-09-16 · GNU C++ (first AC) · Tags: data structures, dp, strings
[rembocoder's solution](#)

735.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, dp, sortings
[rembocoder's solution](#)

736.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · GNU C++ (first AC) · Tags: brute force, combinatorics, number theory
[rembocoder's solution](#)

737.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, trees

[rembocoder's solution](#)

738.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · GNU C++ (first AC) · Tags: combinatorics, math

[rembocoder's solution](#)

739.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · GNU C++ (first AC) · Tags: greedy, meet-in-the-middle, sortings

[rembocoder's solution](#)

740.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-10-30 · GNU C++ (first AC) · Tags: implementation

[rembocoder's solution](#)

741.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,652 global accepts · Rating: 2000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[rembocoder's solution](#)

742.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[rembocoder's solution](#)

743.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[rembocoder's solution](#)

744.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[rembocoder's solution](#)

745.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[rembocoder's solution](#)

746.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[rembocoder's solution](#)

747.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[rembocoder's solution](#)

748.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[rembocoder's solution](#)

749.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[rembocoder's solution](#)

750.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[rembocoder's solution](#)

751.

214E

[Relay Race](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[rembocoder's solution](#)

752.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,044 global accepts · Rating: 2000 · first AC: 2023-08-08 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[rembocoder's solution](#)

753.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-02 · last AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[rembocoder's solution](#)

754.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,811 global accepts · Rating: 2000 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[rembocoder's solution](#)

755.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

756.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[rembocoder's solution](#)

757.

1828D1

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

Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[rembocoder's solution](#)

758.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[rembocoder's solution](#)

759.

1815B

[Sum Graph · Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[rembocoder's solution](#)

760.

1804D

[Accommodation · Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[rembocoder's solution](#)

761.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[rembocoder's solution](#)

762.

1764D

[Doremy's Pegging Game · Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[rembocoder's solution](#)

763.

432D

[Prefixes and Suffixes · Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2020-07-02 · last AC: 2022-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[rembocoder's solution](#)

764.

1718B

[Fibonacci Strings · Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[rembocoder's solution](#)

765.

777E

[Hanoi Factory · Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[rembocoder's solution](#)

766.

1685B

[Linguistics · Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings,

strings

[rembocoder's solution](#)

767.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[rembocoder's solution](#)

768.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[rembocoder's solution](#)

769.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[rembocoder's solution](#)

770.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[rembocoder's solution](#)

771.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rembocoder's solution](#)

772.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[rembocoder's solution](#)

773.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[rembocoder's solution](#)

774.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

775.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[rembocoder's solution](#)

776.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[rembocoder's solution](#)

777.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[rembocoder's solution](#)

778.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[rembocoder's solution](#)

779.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[rembocoder's solution](#)

780.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2014-11-21 · last AC: 2020-03-21 · GNU C++ (first AC) · Tags: binary search, data structures, dp, two pointers

[rembocoder's solution](#)

781.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[rembocoder's solution](#)

782.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[rembocoder's solution](#)

783.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[rembocoder's solution](#)

784.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[rembocoder's solution](#)

785.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[rembocoder's solution](#)

786.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[rembocoder's solution](#)

787.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[rembocoder's solution](#)

788.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[rembocoder's solution](#)

789.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[rembocoder's solution](#)

790.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[rembocoder's solution](#)

791.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-10-24 · last AC: 2017-04-07 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[rembocoder's solution](#)

792.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[rembocoder's solution](#)

793.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[rembocoder's solution](#)

794.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[rembocoder's solution](#)

795.

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory

[rembocoder's solution](#)

796.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: combinatorics, dp

[rembocoder's solution](#)

797.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[rembocoder's solution](#)

798.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[rembocoder's solution](#)

799.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: games

[rembocoder's solution](#)

800.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[rembocoder's solution](#)

801.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2025-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[rembocoder's solution](#)

802.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[rembocoder's solution](#)

803.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[rembocoder's solution](#)

804.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[rembocoder's solution](#)

805.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[rembocoder's solution](#)

806.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[rembocoder's solution](#)

807.

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

[rembocoder's solution](#)

808.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · last AC: 2023-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[rembocoder's solution](#)

809.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[rembocoder's solution](#)

810.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[rembocoder's solution](#)

811.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[rembocoder's solution](#)

812.

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

[rembocoder's solution](#)

813.

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[rembocoder's solution](#)

814.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[rembocoder's solution](#)

815.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[rembocoder's solution](#)

816.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[rembocoder's solution](#)

817.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[rembocoder's solution](#)

818.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[rembocoder's solution](#)

819.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[rembocoder's solution](#)

820.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[rembocoder's solution](#)

821.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[rembocoder's solution](#)

822.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rembocoder's solution](#)

823.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[rembocoder's solution](#)

824.

1266E

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

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rembocoder's solution](#)

825.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[rembocoder's solution](#)

826.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rembocoder's solution](#)

827.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[rembocoder's solution](#)

828.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[rembocoder's solution](#)

829.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[rembocoder's solution](#)

830.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[rembocoder's solution](#)

831.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[rembocoder's solution](#)

832.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[rembocoder's solution](#)

833.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory

[rembocoder's solution](#)

834.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[rembocoder's solution](#)

835.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar

[rembocoder's solution](#)

836.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 2200 · first AC: 2026-01-22 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[rembocoder's solution](#)

837.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs

[rembocoder's solution](#)

838.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, ternary search, two pointers

[rembocoder's solution](#)

839.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[rembocoder's solution](#)

840.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[rembocoder's solution](#)

841.

1045D

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

Quality: 856 global accepts · Rating: 2200 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities, trees

[rembocoder's solution](#)

842.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[rembocoder's solution](#)

843.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[rembocoder's solution](#)

844.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-08-13 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[rembocoder's solution](#)

845.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[rembocoder's solution](#)

846.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rembocoder's solution](#)

847.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[rembocoder's solution](#)

848.

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

[rembocoder's solution](#)

849.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[rembocoder's solution](#)

850.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[rembocoder's solution](#)

851.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[rembocoder's solution](#)

852.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[rembocoder's solution](#)

853.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[rembocoder's solution](#)

854.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[rembocoder's solution](#)

855.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[rembocoder's solution](#)

856.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rembocoder's solution](#)

857.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[rembocoder's solution](#)

858.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[rembocoder's solution](#)

859.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

860.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
[rembocoder's solution](#)

861.

908D

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

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[rembocoder's solution](#)

862.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[rembocoder's solution](#)

863.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[rembocoder's solution](#)

864.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[rembocoder's solution](#)

865.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[rembocoder's solution](#)

866.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[rembocoder's solution](#)

867.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[rembocoder's solution](#)

868.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[rembocoder's solution](#)

869.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp
[rembocoder's solution](#)

870.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees
[rembocoder's solution](#)

871.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[rembocoder's solution](#)

872.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings
[rembocoder's solution](#)

873.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[rembocoder's solution](#)

874.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[rembocoder's solution](#)

875.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[rembocoder's solution](#)

876.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[rembocoder's solution](#)

877.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[rembocoder's solution](#)

878.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games
[rembocoder's solution](#)

879.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[rembocoder's solution](#)

880.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[rembocoder's solution](#)

881.

709E

[Centroids](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rembocoder's solution](#)

882.

1825D2

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

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

[rembocoder's solution](#)

883.

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

[rembocoder's solution](#)

884.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[rembocoder's solution](#)

885.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[rembocoder's solution](#)

886.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[rembocoder's solution](#)

887.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[rembocoder's solution](#)

888.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[rembocoder's solution](#)

889.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[rembocoder's solution](#)

890.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[rembocoder's solution](#)

891.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[rembocoder's solution](#)

892.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[rembocoder's solution](#)

893.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[rembocoder's solution](#)

894.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-20 · last AC: 2020-08-11 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[rembocoder's solution](#)

895.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[rembocoder's solution](#)

896.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[rembocoder's solution](#)

897.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[rembocoder's solution](#)

898.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[rembocoder's solution](#)

899.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[rembocoder's solution](#)

900.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[rembocoder's solution](#)

901.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[rembocoder's solution](#)

902.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-26 · last AC: 2017-04-26 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[rembocoder's solution](#)

903.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[rembocoder's solution](#)

904.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[rembocoder's solution](#)

905.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[rembocoder's solution](#)

906.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[rembocoder's solution](#)

907.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[rembocoder's solution](#)

908.

1582F2

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[rembocoder's solution](#)

909.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[rembocoder's solution](#)

910.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[rembocoder's solution](#)

911.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[rembocoder's solution](#)

912.

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[rembocoder's solution](#)

913.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[rembocoder's solution](#)

914.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[rembocoder's solution](#)

915.

1828D2

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

Rating: 2400 · first AC: 2023-05-14 · last AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[rembocoder's solution](#)

916.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[rembocoder's solution](#)

917.

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

[rembocoder's solution](#)

918.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[rembocoder's solution](#)

919.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[rembocoder's solution](#)

920.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[rembocoder's solution](#)

921.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[rembocoder's solution](#)

922.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[rembocoder's solution](#)

923.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[rembocoder's solution](#)

924.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[rembocoder's solution](#)

925.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[rembocoder's solution](#)

926.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rembocoder's solution](#)

927.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[rembocoder's solution](#)

928.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy,

sortings, trees

[rembocoder's solution](#)

929.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[rembocoder's solution](#)

930.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[rembocoder's solution](#)

931.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rembocoder's solution](#)

932.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[rembocoder's solution](#)

933.

929D

[A to C](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

934.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-13 · last AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[rembocoder's solution](#)

935.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[rembocoder's solution](#)

936.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[rembocoder's solution](#)

937.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[rembocoder's solution](#)

938.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings

[rembocoder's solution](#)

939.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[rembocoder's solution](#)

940.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[rembocoder's solution](#)

941.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[rembocoder's solution](#)

942.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-08-18 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[rembocoder's solution](#)

943.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[rembocoder's solution](#)

944.

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu, greedy, trees

[rembocoder's solution](#)

945.

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

[rembocoder's solution](#)

946.

1808E2

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

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[rembocoder's solution](#)

947.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[rembocoder's solution](#)

948.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[rembocoder's solution](#)

949.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[rembocoder's solution](#)

950.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[rembocoder's solution](#)

951.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[rembocoder's solution](#)

952.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[rembocoder's solution](#)

953.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[rembocoder's solution](#)

954.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rembocoder's solution](#)

955.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[rembocoder's solution](#)

956.

1239B

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

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rembocoder's solution](#)

957.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

958.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[rembocoder's solution](#)

959.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[rembocoder's solution](#)

960.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[rembocoder's solution](#)

961.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[rembocoder's solution](#)

962.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[rembocoder's solution](#)

963.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rembocoder's solution](#)

964.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[rembocoder's solution](#)

965.

1828E

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

Rating: 2600 · first AC: 2023-05-14 · last AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, strings

[rembocoder's solution](#)

966.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[rembocoder's solution](#)

967.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[rembocoder's solution](#)

968.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

[rembocoder's solution](#)

969.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[rembocoder's solution](#)

970.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[rembocoder's solution](#)

971.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[rembocoder's solution](#)

972.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[rembocoder's solution](#)

973.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[rembocoder's solution](#)

974.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2017-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[rembocoder's solution](#)

975.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[rembocoder's solution](#)

976.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[rembocoder's solution](#)

977.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[rembocoder's solution](#)

978.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[rembocoder's solution](#)

979.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[rembocoder's solution](#)

980.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[rembocoder's solution](#)

981.

879E

[Tournament](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rembocoder's solution](#)

982.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[rembocoder's solution](#)

983.

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[rembocoder's solution](#)

984.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rembocoder's solution](#)

985.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[rembocoder's solution](#)

986.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-04-25 · last AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[rembocoder's solution](#)

987.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[rembocoder's solution](#)

988.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[rembocoder's solution](#)

989.

889D

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

Rating: 2900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[rembocoder's solution](#)

990.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[rembocoder's solution](#)

991.

104052C

[Sliding Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

992.

100123A

[B 80A7C BC,,GCÔKCR CCT>D K](#)

Rating: — · first AC: 2023-04-21 · last AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

993.

103426D

[Fantastic Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

994.

1024808

[A 7C 10 BD°](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

995.

1024807

[A 10C0a Cä<C B](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

996.

1017146

[B B0@C O C# =C,,3C](#)

Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rembocoder's solution](#)

997.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[rembocoder's solution](#)

998.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[rembocoder's solution](#)

999.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees
[rembocoder's solution](#)

1000.

1531E3

[B 7D B0,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search
[rembocoder's solution](#)

1001.

1531E2

[B 7D B0,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force
[rembocoder's solution](#)

1002.

1531E1

[B 7D B0,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rembocoder's solution](#)

1003.

1531D

[B 5CD0C#B0ja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rembocoder's solution](#)

1004.

1531C

[B 8CÄ<CTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp
[rembocoder's solution](#)

1005.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rembocoder's solution](#)

1006.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: *special
[rembocoder's solution](#)

1007.

1531A

[A†8CÔ3CT@†|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation
[rembocoder's solution](#)

1008.

101064L

[The Knapsack problem · Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[rembocoder's solution](#)

1009.

101580D

[A 5D 5C D0D†0 CD0CÔ=D´E](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[rembocoder's solution](#)

1010.

101580C

[B 5D B Cä2D´5 Cö>C´5D\\$K](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[rembocoder's solution](#)

1011.

101580B

[A ND is C @ C BC,,O](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[rembocoder's solution](#)

1012.

101939D

[A 5045 'LCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[rembocoder's solution](#)

1013.

1331E

[Jordan Smiley · Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[rembocoder's solution](#)

1014.

1331C

[...And after happily lived ever they · Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks

[rembocoder's solution](#)

1015.

1331D

[Again? · Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[rembocoder's solution](#)

1016.

1331A

[Is it rated? · Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rembocoder's solution](#)

1017.

1275D

[Storage2 · Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rembocoder's solution](#)

1018.

1275C

[#define At0CDD0toB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rembocoder's solution](#)

1019.

1275B

[Code Review · Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rembocoder's solution](#)

1020.

1275A

[B 1DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-11 · C++14 (GCC 6-32) (first AC) · Tags: *special

[rembocoder's solution](#)

1021.

101189C

[Arpa's loud Owf and Mehrdad's evil plan\(Hard\) · Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1022.

101189A

[Arpa's hard exam and Mehrdad's naive cheat\(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1023.

101636J

[B=0012G!5Dt5CÔ8CR A Cª>CôLDô<C€](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1024.

101636B

[AãB0ª@D´BD´9 CªCC >C](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1025.

101636E

[A45D>CDACª0Dò >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1026.

101636C

[AªCÔDª,,3D4@C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1027.

101636L

[AªCªAD\\$KCR AD4DDD8CªAD°](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1028.

101636G

[Aª00ªª](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1029.

101636A

[B\\$C0ªªC<](#)

Rating: — · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1030.

101636K

[BªCªHCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1031.

101636M

[A\\$ªDªAD\\$0CÔ>C\\$;CT=C,,5 Cò>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2017-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1032.

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1033.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1034.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1035.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1036.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1037.

101498H

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

Rating: — · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1038.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1039.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1040.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1041.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1042.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1043.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-01 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1044.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1045.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1046.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1047.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1048.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1049.

101572D

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

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1050.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1051.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1052.

101431C

[Vera and Canada Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1053.

101431D

[Vera and Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1054.

101431A

[Vera and ABCDE](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · PyPy 3 (first AC) · Tags: —

[rembocoder's solution](#)

1055.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1056.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1057.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1058.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1059.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1060.

100492B

[Binary Suffix Array](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1061.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1062.

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1063.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1064.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[rembocoder's solution](#)

1065.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1066.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · last AC: 2017-05-16 · PyPy 3 (first AC) · Tags: —

[rembocoder's solution](#)

1067.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1068.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1069.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1070.

101371C

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

Rating: — · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1071.

101371A

[Black-white balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-14 · last AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1072.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1073.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1074.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1075.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1076.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1077.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1078.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1079.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1080.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1081.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1082.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1083.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1084.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1085.

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1086.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-22 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1087.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1088.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1089.

101116A

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

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1090.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1091.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1092.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[rembocoder's solution](#)

1093.

101095B

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

Rating: — · first AC: 2016-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1094.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1095.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)

1096.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[rembocoder's solution](#)